

Diplomacy Genzine - - - - - Issue Number 14/15  
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### DIPLOMANIA FAMILY JOINS N3F GAMES BUREAU

Shortly after the DIPLOMANIA family broke its final financial ties with the Washington Science Fiction Association, it joined the Diplomacy Division of the N3F Games Bureau, headed by Jack L. Chalker (5111 Liberty Heights Ave., Baltimore, Md., 21207). This means that: 1. Henceforth, all game-fees in the Diplomania magazines will be \$2.00 except the first-game fee, which will remain at \$3.00 (this does not include Regular game #7, or PNC, which is just forming, but will include all DIPLOPHOBIA games from 0 onwards; in FANTASIA, it includes all games from M onwards; in DIPSOMANIA, it includes all games from L onwards; in SUPERCALIFRAGILISTICEXPIALIDOCIOUS, it includes all new games except ANARCHY III; in GLOCKORIA, it includes all games from B onwards). This will enable us to conform to the Games Bureau standard renewal fee of \$2.00 per game. 2. Henceforth, there will be complete reciprocity between the two 'zines currently in the Games Bureau (BARAD-DUR and ORTHANC) and the DIPLOMANIA 'zines. This means that the \$2.00 rate applies to any of the seven Bureau games'zines if you are already playing in a game in any of the other (or in the same) 'zines. In other words, if you're playing in a game in BARAD-DUR, for example, you may play in a game in ORTHANC or in any of the DIPLOMANIA 'zines for \$2.00, and vice versa. 3. Henceforth, DIPLOMANIA subscriptions will not be included in the initial \$3.00 DIPLOMANIA family game-fee. DIPLOMANIA subscriptions will be handled separately, and will be optional. It is possible, however, that DIPLOMANIA may become the genzine for the entire Bureau Diplomacy Division -- in which case, it would be essential to Division members. 4. There are rebates available (beginning with the games, as noted above, for which the flat \$2.00 fee becomes effective) for all game-fees for persons who are also members of the Games Bureau itself (\$1.00 per year). Details will be contained in THE GAMESLETTER #8, which will be distributed shortly to all DIPLOMANIA players as well as to Associate and Regular (\$1.00) members of the Bureau.

### GLOCKORIA JOINS DIPLOMANIA FAMILY

Dave Lebling's magazine, GLOCKORIA, has officially joined the DIPLOMANIA family (and the Games Bureau), making the fifth games-'zine in the family, and the seventh in the Bureau. He is already starting one game (GIA, Indianomacy II #2), and has announced he is opening a second (GBB, Regular Game #1). He needs players for the Regular game, so how about joining him and helping him fill his roster?

### ANNOUNCING HYPERSPACE II

Two more players are urgently needed to fill the seven-man roster for SUPERCAL's second game, Hyperspace Diplomacy II (game SBB). On the roster thus far are Dave Lebling, Fritz Muhlhauser, Jack Chalker, Wayne Hoheisel, and Mark Owings. (John Smythe, how about you?) The game is played just like Regular Diplomacy, with the following exceptions: 1. On every "move"-season each player may write, in addition to his usual orders, either one "Link" or one "Separate" order (e.g., "Link Moscow and London" or "Separate Moscow and Sevastopol"). Pieces may, then, move on the following turn between provinces so linked (and on succeeding turns until the provinces have again been separated), or may not move between provinces so separated. Conflicting orders linking and separating the same two provinces are treated in the same manner as combats (i.e., 1-1 equals stand-off, 2-1 wins, etc.). 2. There will be a building season, with choice of units, at start of game.

"The World's Dirtiest Newspaper"

Khazad-Dum

Dwarrowdelf

Moria

"THE DIRT DIGGER"

"If it's there -- we'll dig it up." "Don't Axe us, we'll Axe you."

Khazad-Dum: Well -- it looks like war in Middle-Earth again, and as usual the Dwarves stand to get the dirty end of the shovel. Though we have a central position and a strong and rich supply center nobody ever asks us for an alliance. No -- the big Kingdoms of the men and elves just ignore us. But we will not ignore them. If we have no armies to send on the march we have our spies, our engineers, and our weapons-makers. Latest market reports note Swords up 10 $\frac{1}{2}$ , Plowshares down 30!

Now for some juicy bits of gossip. Seems that Harad and Angmar had a week-end of plotting up in Carn Dum. Lots of dirty work afoot, ashore, and perhaps afloat from these dedicated servants of Sauron. Tokens of friendship were exchanged. A Royal Umbrella from Harad was given to ANGMAR by Yadtsid V -- a lovely thing, with ribs of gleaming mithril, and the fabric itself of triple-tanned elves-skin. Strangely it is not known what gift Angmar gave to HARAD -- certainly it was nothing of magnificence, or it would have been publicized. One of our reporters states that Yadtsid spent a great amount of time in the archives of Carn Dum, and that after each day of his burrowing through these musty tomes his good humor grew. Another source has it that several documents from the "R" section of the archives were dispatched on loan to Yadtsid, who wished copies made for the library in Umbar.

"Little diggers neatly creeping, while the larger folk are sleeping, Dwarves with watchful eyes are peeping -- DO NOT THINK YOU HIDE!"

There are dwarves in Dale, and Dale is in Rhovanion -- at least for a little while. The Royal Rhovanion better get smart by himself, or else get smarted by somebody else. Rumors are that Rhovanion is committed to an alliance which, if successful, will leave his ally with no close enemies, while Rhovanion is faced with an inevitable two-against-one combination. Or maybe Rhovanion's ally better get smart -- stupid is as stupid does, and sometimes those armies don't turn around. On the other hand, Arnor is doing quite well, and those of our readers who have friends in the SHIRE need not fear for their safety. As old Anvil VI once said: "I don't care how bright my enemies are if only my friends are stupid."

However things turn out in this latest blood-bath, in Middle-Earth, let our readers remember the good old song: "Feet of the Dwarves trample your foes, feel the blood squish between your toes, sniff sweet mish-mash of Elvish trash, and never sell out except for cash."

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((The above was sent out at the beginning of FANTASIA game FKF, "Middle-Earth Diplomacy IV, #2", to the other players in the game, by the Witch-King of Angmar, played by Harry Manogg. --ed.))

((An explanation of our game-designation code -- first symbol, Magazine in which game is being played; second symbol, Game-sequence code; third symbol, Game-type code. Thus, "DGA" means game is being played in DIPSOMANIA; it is the seventh (G) game started in DIPSOMANIA; and it is of type "A" (the first type of game started in DIPSOMANIA). --ed.))

## HARAD: A HISTORY

Playing Harad is a difficult proposition in one respect because very little is known about it. A few dates in the Red Book refer to it, and it is mentioned very occasionally. But the Red Book is concerned only with a few contacts between "the men of Harad" or "the kings of Harad" and Gondor. Using these clues, however, it is possible to reconstruct the history of Harad in some detail. Beyond that, it is necessary to construct a history that will fit what we know of Harad.

Who were "the men of Harad"? The question is not directly answerable, because the location of ancient Harad in relation to a modern map is not readily apparent. Tolkien notes that "the shape of all lands has been changed." Let us work from a few known facts.

The Middle-Earth is the Eurasian land-mass, that is certain. The portion of Middle-Earth which Tolkien has mapped is clearly, on the analogy of the shape of the same region during the last glacial age, the western portion of Europe. The time is, apparently, a late glacial age or an early inter-glacial age. Tolkien tells us further, of the Hobbits that the "regions in which (they) . . . then lived were doubtless the same as those in which they still linger: the North-West of the Old World, east of the Sea." (I, 21) If the Hobbits still linger, who are they now? I think that their modern descendants must be the leprechauns. Legend has it that leprechauns possess crocks of gold, are maniacally clever, and tend to vanish. We know that even in the Third Age the Hobbits were shy of men and were so clever at hiding that they seemed to vanish. Further, there is the hobbit legend engendered by Bilbo, of "Mad Boggins" who had a pot of gold and tended to vanish unexpectedly. The connection seems obvious.

All this places the Shire with some accuracy: it must have been located about the region of the British Isles. The Bay of Belfalas must therefore be within the Bay of Biscay, and the portion of Harad which we are shown must be in Spain (which was then no doubt closely connected with north Africa; certainly, we know that the area was warm and that the inhabitants used elephants in wartime).

Whether the men of Harad are the ancestors of modern Basques or modern Berbers must no doubt remain unknown. The facts that they were nomadic and possessed a multiplicity of chiefs ("kings of Harad") argues in favor of the latter, though not specifically against the former.

The Haradim were no doubt a nomadic and non-urban people at the beginning of the Second Age. But in about 1200S.A. the Númenoreans began to found havens in Middle-Earth, and Umbar, on the shores of Harad, was one of these. In 2230 S.A. it became a fortress and obviously a center of trade and power. The presence of an urban settlement on their shores could not have escaped the notice of the Haradim, and they must have profited by its example. By 3000S.A., the Haradim had probably begun a transition from nomadism to a more settled mode of life.

The fall of Númenor and the end of the Second Age probably also mark the rise of an Haradic kingdom at Umbar, lasting until T.A. 933, when the city fell to Farnil I of Gondor. Thenceforward, the city's capture must have been an important aim of the Haradim, although they probably had reverted from a united Kingdom to a dis-united series of tribes for the time being. In 1015 they invested the city without success -- and in 1050 the Haradim were defeated and became dependents of Gondor. Thus they remained for nearly 400 years, until the time of the Kin-Strife (1432-1447), when Umbar became independent (1448) under the sons and descendants of the usurper Castamir. Other known dates of this period:

1540 -- The Haradim defeat and slay King Aldamir.

1551 -- The Haradim are defeated by King Hyarmendacil II.

1634 -- King Minardil is slain at Pelargir by the Lords of Umbar.

1810 -- King Telumehtar captures Umbar.

Gondor's hold on Umbar was brief. Less than 50 years after its capture, Gondor was attacked by the Wainriders; by c. 1855, Umbar had been lost to Harad. By 1900 Harad was allied with the Wainriders and attacking Gondor.

This sketchy background provides the basis upon which the following history of Harad is constructed.

From late in S.A. or early T.A., the Haradim had an empire based on a capital at Umbar. In 933, however, this was brought to an end by the capture of Umbar by Gondor. Between 933 and 1050 a number of princely states existed in Harad, ruled by scions of the old royal house. In the latter year, however, they became dependents of Gondor. Harad's dependency ended in 1432, when the Kin-Strife began in Gondor. A new royal house was founded by a distant relative of the old one. Havd-al-Vathik, King in Far Harad, founded a new United Kingdom of Harad. By 1853 he had united all Harad and commenced (1441) an investment of Umbar, but without success. When the sons of Castamir became lords of that place in 1448, Havd-al-Vathik signed a peace and alliance with them. He died in 1466, and was succeeded by his son.

#### The Kings of Harad:

1432-1466 -- Havd-al-Vathik I the Great ab-Yadtsid.

1466-1483 -- Havd-al-Vathik II the Dark ab-Havd-al-Vathik. He extended his realm south along the coast toward 'Ana and 'Anga. He was succeeded by his brother.

1483-1497 -- Yadtsid I ab-Havd-al-Vathik. He was a weak ruler and conquered nothing. His foreign policy was entirely subservient to Umbar. His son succeeded.

1497-1568 -- Inyath-'Alla I the Bold ab-Yadtsid. He reigned longer than any other King of Harad and conquered widely in the south and east. He defeated the King of Gondor in 1540 and killed him in combat; but he was himself defeated in 1551. He was the first King of Harad to conquer lands in the former realm of Mordor. In 1503 he chose a permanent capital, Atjahir in Far Harad. Formerly the Kings had traveled and held court in no particular place. His son, Havd-al-Vathik, was killed in 1551, but his grandson lived.

1568-1589 -- Yadtsid II the Golden ab-Havd-al-Vathik. He conquered little, but reigned in glory and splendor at Atjahir. He was succeeded by his elder son.

1589-1622 -- Havd-al-Vathik III ab-Yadtsid. He again pressed the war against Gondor. In 1612 he became the first King of Harad to cross the Harnen, but he conquered nothing in South Gondor. As his only child was a girl, his younger brother succeeded.

1622-1656 -- Zaydath-'Alla I the Great ab-Yadtsid. One of the most powerful of the Kings of Harad. He annexed Khand and penetrated northward into Rhûn. In 1634 he joined with the Lords of Umbar in the sack of Gondor's great port, Pelargir. He too crossed the Harnen, annexing most of South Gondor to his realm. His only son, Yadtsid, was killed in the sack of Pelargir, as was his younger brother. The son of the latter succeeded.

1656-1686 -- Havd-al-Vathik IV the Just ab-Yadtsid ab-Yadtsid. In his reign the plague which devastated Gondor reached Harad; but the Kingship survived. His son succeeded.

1686-1712 -- Zaydath-'Alla II ab-Havd-al-Vathik. Harad recovered most of her former power and again expanded. He was succeeded by his brother.

1712-1740 -- Inyath-'Alla II ab-Havd-al-Vathik. Called by later historians "The Conqueror". He conquered Khand, 'Ana, 'Anga (in the south), portions of Nurn and Rhûn, and all of South Gondor. He invaded, but did not conquer, Ithilien. He left a vast and powerful kingdom to his son.

1740-1776 -- Zaydath-'Alla III ab-Inyath-'Alla. He reigned in peace, even with Gondor. His favorite occupation was hunting near Lake Nurnen, where he was murdered by a usurper.

1776-1780 -- Shambat ab-Arshak the Easterling. He was one of the Wainriders who had migrated westward in advance of the main body of his people. He was deposed by his victim's uncle.

1780-1793 -- Havd-al-Vathik V ab-Havd-al-Vathik. Called "The Restorer". He renewed the alliance with Umbar and his grand-daughter married the Lord of that city. His son succeeded.

1793-1825 -- Zaydath-'Alla IV ab-Havd-al-Vathik. During his reign Gondor recovered Umbar (1810). He was a weak ruler, and lost most of what remained of the Empire of the Haradim. Internal divisions racked Harad, and the local chiefs began again to act independently. His son managed to succeed.

1825-1828 -- Zaydath-'Alla V ab-Zaydath-'Alla. He was a sickly youth, who was allowed the throne by councillors who thought they could rule through him. He died, and was succeeded by a cousin.

1828-1833 -- Yadtsid III ab-Havd-al-Vathik ab-Havd-al-Vathik (V). After a short and ineffectual reign he was murdered by his brother.

1833 -- Mihrdath ab-Havd-al-Vathik. He was a cruel and vicious King and was murdered by the army after a reign of two months. The army then raised to the throne an obscure but competent descendant of Inyath-'Alla II.

1833-1842 -- Zaydath-'Alla VI the Restorer ab-Yadtsid ab-Zaydath-'Alla ab-Yadtsid ab-Inyath-'Alla (II). He restored the unity of Harad and laid seige to Umbar. He was succeeded by his son.

1842-1867 -- Yadtsid IV the Great ab-Zaydath-'Alla. He reconquered Khand and Near Harad. His troops reentered South Gondor and, in 1855, seized Umbar. In 1861 Yadtsid made Umbar his capital. In 1867 he was assassinated by a member of the Atjahar Chamber of Commerce and was succeeded by his son.

1867-1889 -- Zaydath-'Alla VII the Golden ab-Yadtsid. He reigned in power and glory at Umbar, trading with the south and joining the Wainriders in raids upon Gondor. 'Ana and 'Anga in the south acknowledged the lordship of Harad for the first time since the reign of Zaydath-'Alla III. Some say he was poisoned; but, in any event, his son succeeded.

1889- -- Yadtsid V ab-Zaydath-'Alla. In 1892 he raised the great idol Karab-ba'l in Umbar. In 1895 he attacked Nurn, but was repulsed by the minions of Sauron under one of the Nazgûl. In 1897 he signed an alliance with Xrunxaïd, the leader of the Wainriders, but allowed it to lapse two years later. He raided South Ithilien from South Gondor in 1891, 1894, 1897, and 1898. In early 1900 he proclaimed himself High King of the South (Har-Tjakhantjakh). In late 1899 there was a great jubilee to celebrate the 10th anniversary of his reign. He has two sons: Zaydath-'Alla, the elder, and Inyath-'Alla, the younger. His daughter, Tseluma, was born in 1883. His uncle, Havd-al-Vathik ab-Yadtsid, is Commander of the Host.

Thus is the history of Harad to the year 1900T.A. The Kingdom of Harad endures, of course, another thousand years or so before the Return of the King and the extension again of Gondor's power to the south.

Rod Walker

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THE ORIGINAL TENETS -- January 1st, 1898

In order to insure the Rights of the French People and Our Rights as Rulers of the Nine Grand Duchies of France, We, the Council of the Grand Peers of the Realm of France, hereby demand of the King of France and His Successors the following Limitations of His Powers as Sovereign of France:

The King of France, His Regents and His Successors shall no longer have the Privilege of Passing Sentence on His Subjects.

The King of France, His Regents and His Successors shall no longer have the Right to Declare War on Foreign Powers and lead His Subjects into Conflict without the Consent of the People of France.

The King of France, His Regents and His Successors shall no longer have Control over the Monies of the Imperial Treasury without the Consent of the People of France.

The King of France, His Regents and His Successors shall no longer have the Right to appoint the Three Members of the Royal Privy Council.

In order to facilitate and implement the Wishes of the People of France a Legislative Body of Ministers, consisting of the Nine Dukes of France and Representatives of the People in Districts formed by the Nine Dukes of France, shall be recognized by the King of France, His Regents and His Successors. The Body, hereinafter referred to as the States General, shall have the Right and the Duty to pass on the Legality of the Programs recommended by the Royal Privy Council. This Privilege will implement itself through the States General's Control over Monies allocated annually from the Imperial Treasury.

The States General shall have the Right and Duty to elect annually from its Membership the Three Members of the Privy Council, and It shall retain the Right to censure the Privy Council at any time by a Majority Vote of Its Membership -- a Majority Vote of the Membership being a Vote numbering One More than Half the Number of Ministers of the States General.

The States General shall have the Power to Make and Pass Laws concerning Taxation, Property Rights, Personal Liberties, Government Spending, Internal and External Investment, and Foreign Trade Agreements, and the King of France, His Regents and His Successors shall recognize the Legality of each of these Pronouncements by Affixing the Royal Seal of the Realm to the Official Documents of the States General upon Order of a Consensus of the States General -- a Consensus being a Vote numbering One More than Half the Number of Votes in a Quorum. A minimum of Nine Ministers of the States General must be present in order to have a Quorum, and a Quorum is needed for Pronouncements of the States General to be Legal.

The King of France, His Regents and His Successors shall have the Duty of calling an Assembly of the Ministers of the States General and Presiding over It, voting in an Assembly only in Case of Tie Votes. The King, His Regents and His Successors must call one Assembly every Six Months and may call as many subsequent Assemblies as They see fit. Once called in Assembly, the States General cannot be adjourned by the King of France, His Regents or His Successors without a Consensus of the Ministers present.

The Royal Privy Council shall be elected from the Membership of the States General, and shall consist of no more and no less than Three Ministers. It shall be the Duty of the Privy Council to formulate International Policy for France. It shall have the Power to Carry on Negotiations in Secret with Foreign Powers and appoint Ambassadors for this Purpose. It shall be charged with the Responsibility of Writing Orders for the King's Armies and submitting these Orders to the King for His Approval. The Privy Council shall also be responsible for the Execution of

Orders for Official Government Spending of the Monies allocated to the Privy Council's Treasury from the Imperial Treasury by Consent of the States General. The Privy Council need only publicize to the States General for Approval Its Program for Official Government Spending. This Program must be voted for by a Majority Vote of a Quorum of the States General before being submitted to the King of France for Execution. If the Privy Council's Program for Government Spending is approved by the States General the King has no recourse but to Affix the Royal Seal to the Orders of the Privy Council and order His Agencies to execute all the Programs submitted to Him by the Privy Council, or call an Assembly of the Ministers of the States General and request a Censure Vote.

The Council of the Grand Peers of the Realm shall be heretofore responsible for organizing a System of Courts which shall have a Supreme Court consisting of the Nine Dukes of the Council of the Grand Peers of the Realm. This Supreme Court will be charged with the Responsibility of interpreting This Document and its Amendments and sentencing those People who do not abide by it.

The Council of the Grand Peers of the Realm of France and Their Heirs shall automatically have the Right to a Seat in the Assembly of the States General. They will also have the Privilege of being the only Recipients of Proxy Votes -- being that, in case of Absence or Illness, They and only They, as Dukes and Grand Peers, can obtain Proxies from absent Ministers and Represent those Ministers in the States General. They may, however, only represent those Ministers that are elected by the People of a District in the Duchy which they own.

Dukes of the Council of the Grand Peers of the Realm of France also retain Their Right to the Wealth of Their Duchies -- that being any Monies They do not pay to the Imperial Treasury as Taxes. Further, the Grand Peers retain Their Right to Franchise Citizens by allowing Citizens to own Parts of Their Duchies.

In order to insure the Rights of the King of France and His Heirs the following Powers will remain intrusted to the Royal Will:

The King of France shall remain the Ruler of France and will have Jurisdiction over all Matters not covered by this Document and Its Amendments.

The King of France shall remain Commander-in-Chief of the Imperial Armies and shall Order His Armies in Accordance with the Wishes of the People.

The King of France shall retain His Crown and His Right to name His Heirs as His Successors.

The King of France shall retain the Right to Knight and Give Title, but He shall relinquish all Rights to take Land from His Subjects.

The King of France shall retain the Right to Maintain the Imperial Guard and the Imperial Guard shall be responsible for arresting and bringing to Trial before the Council of the Grand Peers of the Realm and Its Subsidiary Courts those People who disobey the Provisions of this Document and Its Amendments.

The King of France shall retain the Allegiance of all His Subjects, but He, in Turn, must Swear Allegiance to the People of France, this Document and Its Amendments. If the King's Allegiance to the People and Their Wishes is not kept, then the People's Allegiance to the King need not be kept.

This Document can only be as Just as Its Keepers. Therefore it is the Wish of the People that it be Amendable at Their Will. Their Will, expressed through a Two-Thirds Majority Vote of all the Ministers of the States General, is empowered to write Amendments to this Document. And, in order to insure that any Reform of the Future is Peaceful, a Three-Quarters Majority is all that is needed to nullify this Document completely. No Amendment, however, can be written so as to be interpretable as conflicting with the Legality of these Original Tenets.

We, the Undersigned, agree to abide by the Original Tenets --

Fritz Cardinal Muhlhauser, Duc d'Avignon  
Duke Robert T. Weston of Aquitaine  
Alan Huff, Duc de Champagne  
W. H. Forlines III, Duc de Orleans  
Banks, Duc de Bretagne  
J. C. Haldeman II, Duc de Normandie (Tomorrow The World)  
Robert, Duc de Bourgogne  
D. Lebling, Duc de Toulouse  
J. Latimer, III, Duc de Gascogne

We, the King and Sovereign of France, recognize and abide by the Original Tenets --

Donal I de Francia

The above document was handed to us a few days ago by a wild-eyed character wearing a crown he claimed was made of gold (it looked more like cardboard to us) and carrying a swagger-stick he referred to as his "scepter". He claimed he was "Donal I, King and Sovereign of France, of the House of Francia", and asked us to print the above document and request that as many of our readers as possible "become citizens of Our great and victory-destined nation of France".

He remained somewhat aloof from our questions as to what this was all about, but we were able to get bits and pieces of information from him, and from these have pieced together the following:

Donal I is the ruler of one of seven European nations which will shortly engage in an all-out war which, for some obscure reasons and through some sort of time-manipulation which is unclear to us, will take place at the beginning of the Twentieth Century rather than in modern times. Each of these nations is represented, and its destinies are controlled, by a group of persons who are living today. These nations, and the groups which will manipulate them, are: Austria-Hungary: Youngstown-Cleveland, Ohio; England: Lafayette Tactics Association; France: Washington, D.C.; Germany: San Diego Diplomacy and Cheap Beer Warehouse; Italy: Richland, Washington; Russia: East Paterson Diplomacy Club; Turkey: Baltimore, Maryland.

The only one of the participating groups about which King Donal would talk was the Washington, D.C. group. He said that France had been divided into ten Duchies, as follows: Duchy of Francia, the seat of the Royal Power in France, containing the capital city of Paris and the Royal Palace at Versailles, and the surrounding lands; Duchy of Aquitaine, governed by Robert Weston; Duchy of Arelate, governed by Fritz Muhlhauser; Duchy of Brittany, governed by Banks Nebane; Duchy of Champagne, governed by Alan Huff; Duchy of Burgundy, governed by Wayne Hoheisel; Duchy of Gascony, governed by James Latimer; Duchy of Normandy, governed by Jay Haldeman; Duchy of Orleans, governed by Bill Forlines; Duchy of Toulouse, governed by Dave Lebling; Donal, himself, is known in this era as Don Miller.

In addition to the nine Dukes and King, there will also be a large number of "citizens", who will live on the lands of whatever Duke they choose (with his consent, of course), and, through the exercise of political and economic power, will constitute the real force behind the destinies of France.

That's all we know at the present time. We will find out more about this strange "war", and report our findings to you in the next issue of DIPLOMANIA. DLM

## THE RULES OF DIPLOMACY (A Discussion)

In BROBDINGNAG #48, John McCallum stated that (with respect to the rules and the play of the game) Diplomacy players tend to divide into three "camps": 1. The "realists", who feel that the game of Diplomacy approximates -- or, rather, should approximate, as close as possible -- the real world. In this school of thought, then, the rules would be written in such a way that the units on the Diplomacy board would behave, insofar as it is possible, like their real-world counterparts. 2. The "intent" school, who feel that the game should be played like its inventor intended, regardless of whatever omissions or the like occur in the written rules. 3. The "legalists", or "rulebook as written" school, who feel that the rulebook should be followed, without exception, as it is written, and that only changes actually written into the rulebook should alter the course of play.

Well, to follow the first school, the "realists", completely, would be to complicate the rules to the extent that they approach the Avalon-Hill rules in complexity -- and in ambiguity and incomprehension. One of the charms of the game of Diplomacy is that the basic rules are so simple -- particularly when you consider Diplomacy is a true multi-player game! The problem with the second school, that of "intent", is that, unless the intent of the inventor is formalized in writing, or otherwise (how else is there?) disseminated to all of the current and would-be Diplomacy players now and in the future, the question of what the inventor "intended" will be open to endless debate, with each Gamesmaster thinking he knows best -- or at least comprehends best -- the inventor's ideas and intentions. As for the "legalist" school -- to follow them completely would be to attempt to reduce Diplomacy to a game of Chess for seven players; Diplomacy is simply not the same type of game as Chess -- it lies on a spectrum somewhere in between the formal, "symbolic" games such as Chess and the ultra-realistic games of the Avalon-Hill family and the table-top wargamers.

The rules of Diplomacy can embody realism to a large extent, as well as be written in a manner which will make them comprehensible to almost anyone. The rules as now written almost fill this bill. It is not necessary to make sweeping revisions throughout the entire rulebook, as some people seem to think -- all that need be done to vastly improve the rules "muddle" is to rephrase a few sentences here and there, and add some additional material as noted below. In fact, it is really not necessary to amend the rulebook itself at all!

What is needed is an extra sheet or two, perhaps in a question-and-answer format, which interprets the rules in the book. Here the simplified versions of the rules in the book can be expanded upon to bring "realism" closer to "legality". The basic rules can serve, on their own, without such amplification, for most casual players. With the rulebook as currently written, most casual players could play and enjoy the game, without getting into squabbles over interpretations such as beset most of the Avalon-Hill games in which I have played. On the other hand, how many "casual" Diplomacy players are there, really? A player may begin as a "casual" player, but, very shortly, he will find the game is not to his liking and abandon it entirely, or he will progress beyond the "casual" approach to a more intense consideration of the game. It is this latter player who will need a sheet of interpretations, as it is he who will begin digging into the rules and asking questions about them. It is he, I believe, who is -- by the very nature of the game and the type of player who would be drawn to it in the first place -- in the vast majority -- and it is he whom Games Research, Inc., should be attempting to serve (and, of course, please).

It may some day be found that some of the rules in the current rulebook could better be replaced by other ones -- but it is, as of yet, too early in the develop-

ment in the game of Diplomacy to make "final" changes in the rules -- such changes would be "final" for this year -- then next year additional "final" changes would pop up which would have to be made -- and so on. It took Chess many centuries to reach its present state -- can we compress into 20 years the experimentation -- the trial-and-error process -- which is needed to iron out the "kinks" in such a unique game-of-skill as Diplomacy? Granted, the rules as now written may prove, in the long run, to be the best, and the game may be finalized in its present form. Also granted that we now have available the means for speeding up the trial-and-error process of developing a "finalized" version of a new game. But if we are at all serious about the game of Diplomacy we owe it to ourselves and to the Diplomacy players of the future not to proceed too fast to place the rules into a "strait-jacket". Each time the rulebook would be revised, it would pull this strait-jacket a little tighter, until eventually almost all experimentation would be stifled, and the trial-and-error process of exploring the alternatives to the original/ altered rules would be brought to a premature halt.

I agree that the field is somewhat chaotic right now, with every single Gamesmaster playing under a slightly different set of rule-interpretations than his compatriots. A set of interpretations published by Games Research, with Calhamer's assistance of course, would help alleviate the situation by helping to define what a "Regular" game of Diplomacy really is. Right now, several Gamesmasters are running games billed as "Regular" games, whereas no Gamesmaster is running a truly "Regular" game (if one considers, as I do, a "Regular" game to be the game as written in the rulebook plus the interpretations of these written rules which have been made by the inventor of Diplomacy, Allan Calhamer, since the publication of the rulebook). This publication of interpretations, of course, would not bind the Gamesmasters to run their games in accordance with the interpretations -- but, at least, the Gamesmasters could point out to the players in their magazines where they differ from the rules and interpretations in the rulebook, rather than merely having to say (if they say anything at all), as they do now, that they follow the rulebook but that this interpretation which they make differs from the interpretation which Gamesmaster A makes but agrees with that made by Gamesmaster B, as well as with an interpretation stated in a letter from Calhamer to Gamesmaster C, etc. Pity the poor player who has to rely upon the Gamesmaster to tell him all of the interpretations he will make in the game, should the occasions arise -- or who will, being new himself (the GM, i.e.) to the game of Diplomacy, will feel his way along, making interpretations as situations arise, handicapping the players in his game by making it difficult -- if not impossible -- for the players to know in advance what the results of their moves will be according to the "rules" under which the GM is running the game.

I, personally, would like to see the current rulebook expanded to include several things, such as (not necessarily in the order of their inclusion) a simple, basic set of rules; a section of elaborations upon and interpretations of these simple, basic rules, which anyone could turn to if he wished to examine the game a bit more intensely; an "article" by Calhamer, the inventor of the game, explaining his "philosophy" behind the game, and what the various elements of the game represent (e.g., that an attack is considered to be on a province, rather than on a unit within that province (if that be his idea), and how such a consideration affects the rules and rule-interpretations in the rulebook), which would be of great benefit to someone (particularly to a Gamesmaster) who wanted to delve still deeper into the game; and a section of suggested variations upon the game (at the very least, variants played on the basic board with the basic pieces, such as the 5- and 6-man games, team games, and possibly some of the further out variants such as appear in DIPSOMANIA and SUPERCAL), which would further enhance the enjoyment of Diplomacy by the serious player by giving him some alternatives in the event he should ever tire of the Regular game, or less (or more) than seven persons should be present and wanting to play a Diplomacy-type game.

In BROBDINGNAG #44 McCallum presented a list of contradictions, ambiguities, and omissions in the present Rule book, which he has been following up in succeeding BROB's with detailed discussions of the items on the list. In STAB #22, John Koning published a similiar list, with some discussion, which has been followed in succeeding STAB's by discussions in the STAB letter-column. John Boardman, in GRAUSTARK #112, joined in the discussion with another such list and statements of how he rules (in GRAUSTARK) in such issues. Other Gamesmasters have gradually joined in the discussion, with Jim Sanders publishing a questionnaire with which he hoped tabulate the rulings all of the Gamesmasters would make in these problem-situations; this tabulation has not yet been released by Jim.

A listing and discussion of the various questions mentioned above appears below; it should be noted that many of the theoretical situations under discussion rarely, if ever, arise in the play of the game -- but they could, and so the players in a game are entitled to know how the GM would rule if any of these situations should arise.

1. KONING'S RULE -- John Koning ruled, in MASSIF #5, with explanation, that, if a unit attempting to enter a province is dislodged by an attack from that province, the unit which was attempting to enter the province cannot stand off a unit attempting to enter the province from another direction. For example, in the situation GER: A Ber-Mun; FRA: A Mun-Ber, A Kie (S) A Mun-Ber, A Bur-Mun, the German attack on Munich does not succeed in standing off the French piece moving into Munich from Burgundy.

"Realists" argue in favor of this rule on the grounds that it is illogical for a retreating unit to be able to stand off a unit which is following along behind the unit which is forcing the unit to retreat -- to do so, the retreating unit would have to be able to operate through the unit which is forcing it to retreat. "Legalists" argue against this rule on the basis of the statement, on page 4 of the rulebook, which says "A unit ordered to move, even if unsuccessful, still may cut a support or stand off a single unit, even though its own position is attacked with support and it is consequently dislodged." The "intent" school argues that "Koning's Rule" was intended by Calhamer, as evidenced both by the example shown on page 7 of the rulebook (in the English moves for FALL, 1902, in which the English move "F Nts-Nwy" succeeds, even though there was a Russian order "A StP-Nwy"), and by Calhamer's own statements in his article in DIPLOMANIA #12 and GRAUSTARK #100.

It is my feeling that both the "intent" and the "realist" shcool are right. The "legalists", in quoting from the rulebook, forget the sentence which precedes the quoted one; when placed into context, the quoted sentence has quite a different slant to it than when extracted on its own: "Note that it is only a support order which is nullified by attack from the side. A unit ordered to move, even if unsuccessful, still may cut a support or stand off a single unit, even though its own position is attacked with support and it is consequently dislodged." In other words, what the rules seem to be saying here is that the second sentence is true in the case where the attack occurs from the side. The rules really say nothing about when the attack comes from the province to which the move was directed, rather than from the side. The example in the sample game therefore is not in conflict with the printed rules, but rather provides a "rule-by-example" to fill in the gap left by the rulebooks failure to state explicitly what occurs when the attack is from the front rather than from the side.

It goes without saying, then, that my decision in any "Koning's Rule situation" which should occur in any of the DIPLOMANIA family games (to the best of my memory, none has occurred yet) would be in accordance with "Koning's Rule". (I might also add here that the legalists would have a slightly better argument if everything which took place in a single move were assumed to take place at once, in a single action;

however, Calhamer, in a letter printed in STAB #24, called attention to the fact that action on the Diplomacy board is supposed to be taking place over a period of time (six months per move), rather than all at once -- so down goes another legalist argument!)

2. KONING'S RULE WITH THIRD POWER INVOLVED -- In LONELY MOUNTAIN #16, Charles Wells raised the question: "What if the 'following' army belongs to a different Power than the successfully attacking army . . . Does Koning's rule still apply?" My answer would be "yes". So what if the "following" army does belong to a third power, or even to the power which was dislodged by the attack? What difference does it really make? It might affect the realist's argument slightly, but, in a technical sense, the situation is the same -- particularly if you consider attacks to take place on provinces rather than on units in the provinces.

It might be well here to pause and restate "Koning's Rule" in such a simplified manner that it could be written into the simplified basic rules without a lot of "intrepretative" material, and so that it would cover not only the "Koning's Rule" situation, but also several other similar situations which will be discussed later -- so that a separate rule wouldn't have to be written for each situation: "A piece which is dislodged may have no effect whatsoever upon the province from which the attack which dislodged it came." (or some such wording with the same meaning). This would not only keep the dislodged piece from standing off another unit attempting to enter the province from which the dislodging attack came, but it would also mean the dislodged piece would have no effect even if it had been supported in its initial attack on the province. Which all brings us into the next problem:

3. WELL'S EXTENSION ("THE COMPOUND KONING'S RULE SITUATION") -- In LONELY MOUNTAIN #16, Charles Wells gave the following example: RUS: A Rum-Bul, F Bla (S) A Rum-Bul; A-H: A Bul-Rum, A Bud (S) A Bul-Rum, A Ser (S) A Bul-Rum, A Con-Bul. In other words, here we have a piece attacking a province with support, which is itself dislodged by the piece in the province which it is attacking, the latter piece having two supports to the former piece's one. Again, this is merely a blown-up "Koning's Rule" situation. The attack, with support, by the Russian Army in Rumania on Bulgaria, was turned back by the A-H Army in Bulgaria, which had two supports, dislodged, and forced to retreat; the A-H Army which was pushing the Russian A out of Rumania was followed by another unit which was moving into Bulgaria from Constantinople. It is not really true, as McCallum states in BRODINGNAG #48, that allowing the move A Con-Bul is permitting an "unsupported move which is opposed by a supported move". The supported move is opposed by a doubly-supported move; the unsupported move moves in without opposition; remember the 6-month time-scale. (It could also be said that if the doubly-supported move were removed, the singly-supported move would stand off the unsupported move -- and thus the unsupported move should fail; but the doubly-supported move is there, and thus affects (alters) the outcome.) We suggest that our proposed rule which was stated in our discussion of problem #2 applies here, too.

4. MILLER'S RULE -- This rule, DIPLOMANIA "House-Rule" #17, states: "Under no circumstances may support be given by a unit which is dislodged." This rule stems from a situation which occurred in DIPLOMANIA #1, was attacked by Charles Wells in ~~LOW LEVEL~~ MAGAZINE #11, and discussed further in DIPLOMANIA #3: FRA: A Bur (S) ITA A Mun-Ruh; GER: A Ber-Mun; A Ruh (S) A Ber-Mun; ITA: A Mun-Ruh; A Tyo-Mun. Now, under any interpretation, an attack on a province cuts any support which a unit in the attacked province may be giving, unless the support is being given on the province from which the attack is coming. Under a realist and intent interpretation, support would also be cut against the province from which the attack came providing that the supporting piece were dislodged; under the legalist interpretation, a strict interpretation of the statements made on page 4 and the example given there would mean that, even if the supporting piece were dislodged, the sup-

port being given by that piece would still be valid.

MILLER'S RULE is really a variant on the Koning Rule -- if a unit which is dislodged cannot hold off another unit which is attempting to enter the province from which the attacker came, how can the dislodged unit logically be expected to be able to support a unit which is attempting to move into the attacker's province? If one accepts Koning's Rule, one must also accept Miller's Rule. Miller's Rule, too, is covered by the suggested rule under problem #2.

The realists' arguments concerning this rule are essentially the same as those given for Koning's Rule, under problem #1. The intent school's arguments are primarily that the statements and example given in the rulebook (the legalists' keystone) are meant to apply to a 2-1 situation, where, for example, a German Army in Munich couldn't hold off two units on its own by merely attacking the supporting piece in an attack on it (e.g. -- GER: A Mun-Boh; RUS: A Sil-Mun, A Boh (S) A Sil-Mun). However, the intentists would argue, the type of situation covered by Miller's Rule is not a simple 2-1 situation, and therefore it is our belief that Calhamer did not intend the "attack from the side" rule to apply to a "Miller's Rule" type situation. They might also point out that Calhamer, in a letter published in BROBDINGNAG #50, seems to be in agreement with the "Miller's Rule" situation.

5. CUTTING OF THE CUTTING OF SUPPORT -- DIPLOMANIA has in some way become connected with this question, yet we have never, in any way, made any rulings in favor of it -- with the exception of the special case covered by #4, above. This question concerns a case such as the following: FRA: A Bur-Mun; GER: A Mun (S) A Kie-Ruh; A Bel-Bur; A Pic (S) A Bel-Bur. The attack from Belgium forces the French Army in Burgundy to retreat, and, under the problem in question, it is considered that the dislodging of the French Army in Burgundy would nullify the attack by this piece on Munich, which would mean the support being given by the piece in Munich would not be cut. This is, of course, wrong -- we never have, and never will, rule this way (has anyone really ever ruled this way?) -- the support is cut, regardless of whether or not the piece which is doing the cutting is dislodged, except in a case where the piece doing the supporting was itself dislodged by a piece attacking from the province to which the piece was giving support. Confused? Then, either refer to question #4, above, or consider, in the example under #5, that German Army Munich was giving support to the attack on Ruhr from Belgium, and that the French Army in Ruhr was supported in its attack on Munich; in this event, the support given by the German Army on Munich would be invalid (although the move A Bel-Ruhr would still succeed in the example given).

Let

me rephrase the "Cutting of the Cutting of Support" situation, as phrased by Charles Wells in LONELY MOUNTAIN #16 (wherein he stated that this was the DIPLOMANIA interpretation of cutting supports -- which, of course, is incorrect): "An attack from the side cuts support unless the piece attacking from the side is dislodged". My response to this "rule", then, is that it is not correct -- the support is still cut, even if the piece attacking from the side is dislodged.

6. BOARDMAN'S DILEMMA -- This is exactly the same type of situation as that discussed under "Miller's Rule". I don't care whether this situation goes under the name given it under #4, or the name given it here -- it is immaterial. But I would like to point out to John McCallum that the situation has been ruled upon and has been discussed (in DIPLOMANIA #'s 1 and 3 and in MAGAZINE #11) before, contrary to what he states in BROBDINGNAG #49.

7. CUTTING ONE'S OWN THROAT -- May a country cut support being given by one of its own forces (e.g., FRA: A Par (S) A Bur; A Bur (H); A Pic-Par)? No, no more than a country may force one of its own units to retreat. Had the move A Pic-Par been made by any other country, it would have cut the support being given by the

French Army in Paris. But as the move "A Pic-Par" was made by a unit as the same nation with a unit in Paris, the "A Pic-Par" move has absolutely no effect on the French unit in Paris.

8. THE SURROUNDED FORCE ATTACKED ON TWO SIDES -- In this situation, a unit in a province is attacked from two different directions, both attacks having equal support. The question is, what happens to the piece in the province which is under attack? The two attacks obviously stand each other off, but what of the unit caught in the middle? Well, I have ruled upon this in DIPLOMANIA #3 -- "in the game of Diplomacy, attacks are on provinces rather than on units, so ((the unit in the middle)) . . . could have been dislodged only if the province in which it was situated had actually been occupied . . ." It is true, you realists, that the unit in the middle would be pretty battered -- but it would still survive. An example of such a situation would be: GER: A Mun (H); FRA: A Bur (S) A Ruh-Mun; A Ruh-Mun; ITA: A Tyo-Mun; A Boh (S) A Tyo-Mun.

9. THE CHALKER RULE -- Now, what if the moves given in the above example had been: GER: A Mun (H); A Kie-Mun; A Ber (S) A Kie-Mun; FRA: A Bur (S) A Ruh-Mun; A Ruh-Mun? Would the attempted German move, with support, to Munich stand off the French attack with equal support? Or would the attack on the unsupported German Army in Munich by the supported French unit succeed, with the attempted German move to Munich being invalidated by the reasoning that this was an attack on one's own unit -- which, under the rules, could not succeed, as one may not force one's own unit to retreat? My answer is that the two supported and equal attacks stand each other off, with the German army in Munich remaining -- battered but nonetheless intact -- in place. My reasoning is the same as under question #8, above -- attacks are made against provinces, rather than units, and so it is immaterial whether or not there is a unit in the province in the middle. Therefore, the moves in the example should be written: GER: A Mun (H); A Kie-Mun; A Ber (S) A Kie-Mun; FRA: A Bur (S) A Ruh-Mun; A Ruh-Mun.

Now, the situation which arose which prompted the "Chalker Rule" (which is actually more of a ruling than a rule -- we have never seen it actually formulated as a "rule") is as follows: ENG: A Kie-Ber; F Den-Kie; F Hol (S) F Den-Kie; F Nts-Den; F Hel (S) F Nts-Den; RUS: F Ska-Den; F Bal (S) F Ska-Den; A Ber-Kie. Chalker's ruling, then, was: ENG: A Kie-Ber; F Den-Kie; F Hol (S) F Den-Kie; F Nts-Den; F Hel (S) F Nts-Den; RUS: F Ska-Den; F Bal (S) F Ska-Den; A Ber-Kie. His ruling was based on the fact that the Russian move A Ber-Kie stood off the English move F Den-Kie; his argument was that F Den had attempted to move, and thus could not be supported in place (which it wasn't) -- and that the attempted ENG move from the Nts to Den was therefore an attack on one's own unit, and therefore invalid; therefore, the situation was a 2-1 situation, with the supported Russian attack against the unsupported English unit in Denmark -- and the Russian attack therefore succeeded (see BARAD-DUR #29).

Well, I will admit that Jack's reasoning has a certain logic to it -- indeed, this situation, more than any other of the problems under question, has caused me to spend a great deal of time in meditation. However, I can not, as a Gamesmaster, accept Jack's ruling as valid (he has a perfect right to make such a ruling -- this is not in dispute -- it is simply that I feel he is wrong). To do so, I would have to extend this logic to apply to any attempted move by the units of one power against a province occupied by other unit of the same power -- e.g., GER: A Mun-Tyo; A Ber-Mun. I would have to rule that the German move A Ber-Mun failed, whether or not the move A Mun-Tyo succeeded, as the move to Mun was attempted at the time Mun was already occupied by a force of the same power, and thus constituted an attack on one's own position.

Such reasoning is, of course, absurd -- but it is essentially the same sort of reasoning which resulted in the Chalker Ruling.

Chalker's Ruling is an example of what happens when one tries to be a strict legalist; one could, on reading the rulebook, come up with such an interpretation; Chalker certainly has the rulebook, as written, more on his side than against him (although such a situation is not specifically covered by the rules, inferences supporting his decision can be found). This is a case where the proposed section on Calhamer's philosophy would be a big help. If the situation is considered on the basis of the fact that attacks are supposed to take place on provinces rather than on units -- and, for the realists' sake, action is taking place on a 6-month time-scale -- then there would be greater logic against Chalker's Ruling than in favor of it; a battle was fought over Denmark, by two equally-supported units, while, at the same time, the unit in Denmark was on the edge of the province (or even inside Kiel) fighting off an equal Russian force also attempting to enter (or inside) Kiel. Considering the actual scale of the battlefield, such a thing is perfectly logical from a realist's point of view -- and is actually more logical than such a battle taking place over an English unit in Denmark which had merely been ordered to hold! But the point is that, to be consistent with most of the other situations in the game, one would have to rule that -- as in the examples given under problem #8, and at the beginning of problem #9 -- it is immaterial what is in the province in the middle -- two equally supported attacks into the same province -- no matter by whom -- stand each other off, and have no effect whatsoever, as far as the game is concerned, on the province (and on whatever may be in that province) in the middle. Thus, the example given as Chalker's Ruling should be written: ENG: A Kie-Ber; F Den-Kie; F Hol (S) F Den-Kie; F NtS-Den; F Hel (S) F NtS-Den; RUS: F Ska-Den; F Bal (S) F Ska-Den; A Ber-Kie, with all units standing each other off, and no retreats involved. (Oops -- the ENG F Den could also be considered to merely be attempting to follow the ENG A in Kie, which is attempting to move into Ber, into Kie -- but, same difference -- the ENG F Den is still involved only in the action in Kie.)

10. ONE UNIT STANDING OFF TWO -- The Chalker situation brings to mind a question asked (and answered) in DIPLOPHOBIA #7. The situation was: A-H: A Bud-Rum; RUS: F Rum-Sev; TUR: A Arm-Sev, and the question was how can the RUS F Rum stand off the other two units? Why wasn't the Russian F dislodged? (My ruling was: A-H: A Bud-Rum; RUS: F Rum-Sev; TUR: A Arm-Sev, with everything standing everything off, and nothing being dislodged) My reason was that there were two separate, 1-1 actions involved, and not a 2-1 situation (1. F Rum attempts to enter Sev, but is stood off by (and stands off) A Arm, which is also attempting to enter Sev. 2. Then, F Rum turns to face (and stand off, as it is unsupported) an attack by A Bud).

11. RETREATS -- There are really, under this heading, two questions -- 1. What happens if two units are ordered to retreat to the same province? and 2. may a player willfully destroy a retreating unit?

Under the first question, the standard ruling is that two forces which are ordered to the same province are annihilated, whether they be of the same nation or of two different nations. Of course, if only one of the two retreating units is actually given orders directing it to the province, then it survives and the other piece is annihilated (unless, unfortunately, the player is playing in a magazine where retreats are made automatically where only one province is open, and the GM therefore rules that both units are destroyed, without giving the player a choice in the matter).

Calhamer, in his article in DIPLOMANIA #12 and GRAUSTARK #100, suggested that multiple retreats to the same province -- or, rather, where it is possible that more than one retreating unit could be ordered to the same province -- could be solved by having the players concerned write the possible retreats down in the order of precedence, with the GM running down the list until either suitable retreats are found, or the alternatives are exhausted and the units are therefore destroyed.

Calhamer's idea has merit -- but, in postal play, it is really unnecessary, and merely an added complication. Although no diplomacy is supposed to take place before retreats, it does -- it is very difficult to get players to write retreats at the same time they do moves (i.e., to write retreats conditional upon the moves they are then making) -- and this is also difficult from the standpoint of a player. Therefore, retreats are generally written the season following a move -- and players do have the opportunity to conduct pre-retreat diplomacy, and thus to arrange an "out" in a multiple-retreat situation (barring a double-cross or refusal to cooperate, of course). And, of course, if both units are of the same power, that power generally has the opportunity to save one of his two units by merely not writing a retreat order for one of his units, thus resulting in its automatic removal from the board by the GM.

The rulebook does cover this situation, I might add: "If two units are ordered to the same space, neither may move." Since retreats are ordered moves, this rule applies to retreats. Why add unnecessary complications, then, by trying to write in new rules covering special situations which are really just extensions of situations covered in the rules?

As for question #2, this was covered pretty thoroughly in DIPLOMANIA #12. (I might also add that there was a discussion of "two units ordered to retreat to same space" in DIPLOMANIA #12.) My decision here was to allow a player to voluntarily destroy a retreating unit by writing a "stand and fight to the death" order rather than by merely failing to write -- or by writing an incorrect, and therefore invalid -- retreat order. The postal GM has no choice but to destroy a retreating unit which was not ordered, or was incorrectly ordered (unless he retreats a unit automatically when that unit has only one space open to which it may retreat -- which is unfair to the player, as it is robbing him of his choice not to order the retreat at all, and thus to have his retreating unit removed -- and which is inconsistent with allowing the player a choice in situations where more than one space is open) -- so why not bring such a "destroy" choice above the table, by allowing a legal order to not retreat? I might add that one-choice retreats are no longer made automatically by the GM's in DIPLOMANIA games; this slows the games down a bit, but keeps the choices entirely in the hands of the players; it is the responsibility of the player, and not the GM, to order the units on the board to perform. (Refer to a letter from Calhamer in BROBDINGNAG #42 concerning this question, the "Bump-me-Home" rule (an extension of question #2 re retreats), and the rationale which allows such a voluntary destruction of a retreating piece, but not the voluntary destruction of a unit which is not retreating.)

Before ending the subject of retreats, let me point out a couple more things concerning retreats which seem to give some players (and GM's) problems:

1. CONVEYED RETREATS -- The rulebook (page 5) explicitly forbids conveyed retreats: "It must move . . . to an adjacent ((underlining mine -- GM)) space suitable to an army or fleet, as the case may be." and, even more explicitly, "An army may not be convoyed during a retreat." The realists, of course, will argue that such should be allowed, pointing to Dunkerque as a real-life example of a convoyed retreat. However, I feel that, to be consistent with the rest of the rules and play of Diplomacy, convoyed retreats should not be allowed -- that the only units which should be involved in a retreat are the retreating units themselves (although, again, the realists could argue that this is not so -- that the annihilation of a surrounded retreating piece does involve all of the units surrounding the piece, as well as the unit forcing the retreat); or, to rephrase what we just said to satisfy the realists' argument, the only units for which orders should be written during a retreat are the retreating units themselves.
2. RETREATS BEFORE BUILDS -- Some GM's insist that retreats do not affect builds -- that any supply center taken as the result of a retreat cannot be built for that Winter, as it was not occupied during a Fall move. Again, the rulebook is explicit on this (page 5): "After the Fall moves have been played, and the retreats, if any, made, each player's number of units is adjusted to equal the number of supply

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centers his country controls." What could be plainer than that? Remember, you GM's, that retreats are, for rulebook purposes, considered a part of the Fall season -- it is only in postal play that an extra Autumn season is added, or that Fall retreats are called for simultaneously with Winter moves, to save time. In the former case, there is no problem; in the latter, all that has to be done is to make Winter builds conditional upon the Fall retreats being submitted, which is not too much of a task ordinarily.

12. MULTI-COASTAL PROVINCES -- The multi-coastal provinces on the Diplomacy board (Spain, Bulgaria, and St. Petersburg) give rise to several problems, two of which -- the ones I shall discuss here -- are: 1. SUPPORT BY FLEETS IN MULTI-COASTAL PROVINCES, and 2. "THE COASTAL CRAWL".

The first problem -- involving the question of supports to and from a multi-coastal province -- is a tricky one. For example, can a Fleet in Rumania support a Fleet from the Aegean Sea to the south coast of Bulgaria? Could a Fleet in Gascony support a Fleet from the Western Mediterranean to the south coast of Spain? Can a Fleet in Finland support a Fleet from the Barents Sea to the north coast of St. Petersburg, or a Fleet in Norway support a Fleet from the Gulf of Bothnia to the south coast of St. Petersburg? Or, considering the reverse, could a Fleet on the south coast of Bulgaria support a Fleet in Sevastopol to Rumania? Or a Fleet on the south coast of Spain support a Fleet in Brest to Gascony? Or a Fleet on the north coast of St. Petersburg support a Fleet in Sweden to Finland, or a Fleet on the south coast of St. Petersburg support a Fleet in the North Sea to Norway?

With respect to the first part of this question, the rulebook states (on page 3): "A fleet which may move to one of these provinces ((Bulgaria, Spain, or St. Petersburg)) may 'support' in such province . . . without regard for the separation of the coastlines into two stretches." The legalists generally use this as their reason for saying "yes" to these supports, although a few have argued that "in" doesn't mean "into", and therefore F Gas could support a Fleet already in, but not a Fleet moving into, the south coast of Spain.

The rulebook, however, seems to contradict itself on this point, as, on page four, it states: "A unit may give up its move in order to support another unit trying to hold or enter a space. This space must be one to which the supporting unit could have made a move if not opposed by other units; that is, the space must be adjacent to that in which the supporting unit is located, and must be suitable for an army or fleet, whichever the supporting unit may be." Now, the key here of the intended meaning of the word "space". Did Calhauer by "space" mean "province", or was he referring by "space" to the places on the board to which pieces may move? (There is a difference -- Spain is one province, for example, but it is composed of two (or three, if you count the "inland" part) "spaces", or places on the board to which pieces may move -- Spain, north coast, and Spain, south coast.) If he meant province, then there is no contradiction; but if he meant "places on the board to which pieces may move", then there is a contradiction.

Here is one place where rulebook revision is definitely in order -- either the word "space" should be omitted entirely from the book, and the word "province" substituted (if "space" does mean "province", of course), or the rule quoted above concerning support without regard for the separation of coastline should be omitted, with the interpretation then being that support from Gascony by a Fleet to another Fleet trying to move into (or already situated in) the south coast of Spain is illegal, as the Fleet in Gascony could not move to the south coast of Spain, and therefore could not support any action there; this would not only simplify the situation, and remove a rule which is in reality a special case, contrary to the general play of the game -- it would also remove the peculiar situation where support from province A to B is legal, but support from province B to A is not (or from space A to B, and B to A, if you wish).

As for the reverse situation, the second part of this question, it is generally assumed that the answer is "no". In the first part, for example, a Fleet in Gascony could move into the province of Spain, and therefore could support any action taking place within Spain, whether on the north coast or the south coast; in the second part, though, a Fleet on the south coast of Spain could in no way move into Gascony, and therefore, according to the rules, couldn't support into Gascony.

On this question I rule as the majority of the GM's: "yes" in the first case (e.g., F Gas (S) F WMe-Spa(SC)), and "no" in the second (e.g., F Spa(SC) (S) F Bre-Gas) -- although I would much prefer to rule "nc" in both cases. I yield to the rulebook here not because I like what it says about this situation, but through expediency -- it is much simpler, for both players and GM, if the explicit rules in the rulebook are followed throughout (although I do take exception to an exPLICIT rule in one case -- see the problem below concerning "ENDING THE GAME"). But this rule does leave a bad taste in the mouth . . .

As for "THE COASTAL CRAWL", a situation in which Fleets exchange provinces but not spaces (e.g., FRA: F Spa(NC)-Por; F Por-Spa(SC)), most GM's rule in the affirmative -- i.e., that such a maneuver is legal. This ruling, however, is inconsistent with a ruling that allows F Gas (S) F WMe-Spa(SC). If the FRENCH moves in the example are considered legal because an exchange of spaces rather than provinces is being effected, then, logically, the support of Spa(SC) attempted by the F Gas to the space Spa(SC) should not work, as F Gas cannot move to the space Spa(SC).

The rulebook states, concerning exchange of positions: "If two units are ordered each to the space the other occupies, neither may move" (Page 3). If "space" means "province", then the Coastal Crawl is illegal; if it means "places on the board to which pieces may move", then the Crawl is legal. I would rule the Crawl illegal if anyone were to attempt it in a DIPLO-MANIA game, because of the fact I would rule the "F Gas (S) F WMe-Spa(SC)" legal -- to do otherwise would be inconsistent. If, however, the rulebook were to be clarified so I could rule "F Gas (S) F WMe-Spa(SC)" illegal, as I would like to, then I would have to rule the Coastal Crawl legal.

13. EXCHANGE OF POSITIONS -- The rule quoted in the preceding paragraph about two units exchanging spaces clearly prohibits A Bre from exchanging places with A Gas, for example, and, according to the legalist, this would also prohibit F Bre from exchanging places with A Gas. The realists, however, would argue that, while the prohibition against two armies exchanging places is realistic (the roads would be so clogged up with the troops and equipment of one army that the other army couldn't get through, and neither army could therefore move), the prohibition against an army and a fleet exchanging positions is not, as the army could move overland while the fleet moved by sea. I agree with the legalists, both from the standpoint of simplicity, and because Calhamer gave a rationale for such a prohibition in a letter to STAB #24 in which, speaking on another subject, he stated: "I think generally the pieces in this game represent control of a rear area -- for example, a fleet acting in a coastal province is really holding a seaward rear for associated land forces, not represented by a piece, which really occupy the country." Thus, the land really would be clogged by men and equipment! As for the other exchange-of-position-type question, that of the "Coastal Crawl", see under problem #12, above.

14. CONVOYS -- The rules and situations surrounding the "Convoy" move give rise to many questions, and cause many logical difficulties. There is very definitely a need here for a rationale -- Allan Calhamer, what about it? Why, for example, should an army be allowed to move, via convoy, all the way from Constantinople to St. Petersburg (NC) in one move, while in the same (6-month) time-interval, it is prohibited to move an Army overland from London to Liverpool? Why should

a convoyed attack which is stood off result in the attacking army remaining in (or returning to) the province from which he started, no matter how long the convoy chain? Why isn't such an army destroyed, or left aboard the last fleet in the convoy chain (the rule about two units not being allowed to occupy the same space at the same time notwithstanding)? (If you say the return of the "stood off" army is, in essence, a retreat, then why shouldn't convoyed retreats be allowed?) Why, when you come right down to it, shouldn't armies be allowed to ride aboard fleets? Why not have convoys occur at the rate of one province per turn (although this would, of course, vastly change the game), either from fleet-to-fleet, or by one fleet merely carrying an army along with it as it moves from sea-province to sea-province? Why not allow a Fleet in a coastal province to convoy an army, as long as it didn't try to do anything else? (I'm not suggesting all these things -- just asking questions I have heard others ask, so they may receive the answer from the "horse's mouth", rather than from mine.)

The question of support, and the cutting of support, where convoys are concerned was partially clarified by Dan Brannan/Steve Cartier in WILD 'N WOOLY #8, when he formulated what has become known as "BRANNAN'S RULE" -- "A convoy move does not cut support against the fleet in the body of water through which the army is convoyed last. When one of the fleets in the convoy-chain is dislodged, the attempted convoy does not cut any support at all." It should be noted, as was done by John McCallum in BROBDINGNAG #50, that BRANNAN'S RULE is really two rules. The first sentence is not at all clear, but it has been interpreted by most GM's to mean that, for the purposes of cutting support, a convoyed attack is assumed to come from the direction of the last convoying fleet, rather than from the province in which the army being convoyed originated. In other words, if the unit in the province (it would have to be a Fleet) against which the convoyed attack is directed is itself supporting an attack against the last Fleet in the convoy-chain, and said last Fleet is itself unsupported, the Fleet will be dislodged (which would not be the case if the attack were considered to come from the original province -- in which case the attack would cut the support being given by the Fleet in the attacked province against the last Fleet in the convoy-chain). A simple example would be FRA: F Spa(SC) (S) F Mar-Lyo; F Mar-Lyo; ITA: F Lyo (C) A Tus-Spa(SC); A Tus-Spa(SC). If the convoyed Italian attack were considered to be coming from Tuscany, the attack would cut the support being given by the French F Spa(SC) against Lyo; however, under Brannan's Rule, as the attack is considered as coming from the last province occupied by a Fleet in the convoy-chain, and therefore would be considered as coming from Gulf of Lyon rather than Tuscany, the French support against Lyo being given by F Spa(SC) would be valid, and the French F Mar would be successful in getting into the Gulf of Lyon, with the Italian F Lyo being dislodged.

The question arises, is Brannan's Rule really necessary? The rulebook states (on page 5), "If the fleet is dislodged on the move, the army may not move; but an attack on the fleet, which does not dislodge it, has no effect on the convoy." Now, in the example given above, one could disregard the place where the attack came from -- the FRENCH moves would dislodge the F Lyo under normal circumstances, which would therefore mean that the convoy could not take place -- the A Tus would never leave Tuscany, and could therefore not possibly attack Spa(SC) -- and so could not cut support being given by F Spa(SC) against Lyo. So, under this interpretation, it would make no difference whether the attack were coming from Tus or Lyo -- the attack could never take place, as the convoying Fleet was dislodged. I am not writing Brannan's Rule into the DIPLOMANIA house-rules; I will follow the interpretation given in this paragraph, though, which will have the same effect as if I were following the rule, but will not require the inclusion of an additional rule.

One reason I would prefer not to adopt Brannan's Rule is the added complication it brings to the question of two units exchanging positions. Under Brannan's

Rule, a convoyed exchange of positions would be allowable (e.g., FRA: A Gas-Bre; A Bre-Gas; F Mid (C) A Bre-Gas), as the move "A Gas-Bre" would be considered as coming from the last sea-province in the convoy-chain, Mid, rather than from Bre. This is, of course, in direct conflict with the rulebook prohibition against the exchange of spaces by two units. If the rulebook were followed, and such a convoyed-exchange prohibited, then we would have the case of Brannan's Rule applying in one instance, and not in another. It would be much simpler to merely forget this rule, and -- in this case -- stick to a literal interpretation of the rulebook. In DIPLOMANIA games, I will rule against such a convoyed-exchange.

Still

another question which arises concerning Brannan's Rule is, would convoying between contiguous provinces be allowed? I.e., would, for example, a move such as "A Gas-Bre; F Mid (C) A Gas-Bre" be allowed? The answer, according to the rulebook, would be "yes". Now, without Brannan's Rule, such a move would be valueless, as there would be no purpose to it; however, under Brannan's Rule, such a move could be of considerable importance. Let us consider the following example: "FRA: A Gas-Bre; F Mid (C) A Gas-Bre; GER: A Bur-Gas; A Bre (S) A Bur-Gas". Under Brannan's Rule, the French move A Gas-Bre would succeed, as it would be considered as coming from Mid rather than from Gas; under a regular interpretation of the rules, the French move A Gas-Bre would not succeed, the German support would not be cut, and the Ger A in Bur would succeed in getting into Gas and dislodging the unit situated there. Again, Brannan's Rule provides an unnecessary complication here, for the French F Mid could merely support the French move A Gas-Bre (unless the French F Mid could itself be singly-attacked, which would therefore invalidate any support the Fleet could be giving, but not, unless it were dislodged, its ability to convoy). In DIPLOMANIA games, I will allow contiguous-province convoys, although, without Brannan's Rule, there would be no purpose whatsoever to them.

In BROBDINGNAG #31, Callhamer, in a letter, raises an interesting question concerning Brannan's Rule: "Also consider: England plays: Army Belgium-Holland, Fleet North Sea convoys Belgium-Holland, Army Kiel supports Belgium-Holland. Germany plays: Fleet Holland stands. The attack, for some obscure reason, came in from the North Sea, but the German Fleet cannot retreat to Belgium because that is where the attacker came from! This is not a result intended by the inventor!" With all due respect, Allan, I must take exception to this interpretation. If Brannan's Rule is strictly followed, then the German retreat to Belgium would be allowed, as the English attack came from the North Sea, and not from Belgium. This, however, in the strictest sense would be an exchange of positions by two units, and so would be in direct conflict with the rulebook. This is merely another example of why it would be better to follow the rulebook and forget Brannan's Rule.

Now, concerning the second sentence in Brannan's Rule: "When one of the fleets in the convoy-chain is dislodged, the attempted convoy does not cut any support at all." This is merely a restatement of the rulebook rule: "If the fleet is dislodged in the move, the army may not move . . ." Now, if an army may not move, it may, of course, have no effect on the province to which it would have moved. If a Fleet is knocked out of the convoy-chain, the convoy never takes place. As I argued earlier, in discussing the first sentence in Brannan's Rule, this all makes the first sentence superfluous -- and, as the second sentence merely echoes the written rules in the rulebook, it, too is superfluous -- and therefore the entire "Brannan's Rule" is unnecessary, and merely adds confusion to the entire concept of the convoyed move.

Another problem which has been raised concerning the convoy move is that of the CONVOYING OF SUPPORT. The rulebook expressly prohibits support to other than an adjacent "space", so the only convoyed support which would therefore be allowable is convoyed support between contiguous provinces. Such convoyed support, of course, would be meaningless unless Brannan's Rule were in effect -- in which case, it could

produce some pretty nightmarish complications.

Still another convoy-related problem is that which Boardman calls "The Mislaid Army", in which one country talks another into an alliance involving convoy moves, and then doublecrosses him (e.g., ENG: A Nwy-Bel; GER: F Nts (C) A Nwy-Yor). Such a move fails, according to the rulebook, as (page 5): ". . . the army must be ordered to the province and the fleet must be ordered to convoy it.;" if both units fail to receive the same orders, therefore, with respect to origin and destination, the move does not take place.

Now, an interesting question arises where convoys involving more than one Fleet are concerned: are convoys from Fleet to Fleet, or from beginning land-province to ending land-province? In other words, would it be legal to write a convoy-order as "A Con-Rom; F Aeg (C) A Con-F Ion; F Ion (C) A Ion-Tyn; F Tyn (C) A Tyn-Rom", instead of the normal way of "A Con-Rom; F Aeg (C) A Con-Rom; F Ion (C) A Con-Rom; F Tyn (C) A Con-Rom"? The answer depends, legalistically (hmmm?), upon the interpretation of the statement in the rulebook: "The order to the fleet must give both the location and the destination of the army being convoyed.", and, realistically, upon whether the convoy is considered a single operation, or a series of operations -- i.e., upon whether all of the Fleets in a convoy represent just one convoy, or whether they represent successive phases in a convoy (like the positions of a ball in a stop-action photo).

In the first case, "location" and "destination" could mean either initial and final positions of the army being convoyed (in which case, a fleet-to-fleet convoy would be illegal), or the location of the army at the time the fleet picks it up and the destination to which the fleet discharges it (in which case, a fleet-to-fleet convoy would be legal). In the second case, if the convoy were to be considered a single operation, then the dislodging of a fleet in a multiple-fleet convoy should not affect the success of the overall operation -- while, if the convoy were to be considered a series of operations, then the dislodging of a fleet in the chain would break the series, thus prohibiting the convoy. If, then, the convoy were to be considered a single operation, then the fleet-to-fleet convoy move would be unrealistic; if a series of operations, then it would be realistic, and therefore desirable.

The reason for asking about the legality of a fleet-to-fleet convoy move is because of the following example of what could happen if this interpretation were allowed: Turkey makes a deal with France to pool their Fleets in a convoy chain stretching from the Aegean to the English Channel, to allow Turkey to convoy an army to England, in attack on that nation. However, Turkey plans to doublecross France, and drop its army off in Spain, instead. Thus, the following series of orders were written: TUR: A Con-Spa; F Aeg (C) A Con-Spa; F Ion (C) A Con-Spa; F Mid (C) A Ion-Spa; FRA: F WMe (C) A Con-Lon; F EnC (C) A Con-Lon. Now, if a Fleet-to-Fleet interpretation were allowed, the Turkish move would have to succeed, as the Army received a correct order, as did the first and last ships in the actual chain; the French F<sup>and WMe</sup> Tyn, although receiving different orders, were actually merely passing the Turkish Army from the Fleet in the Ionian to the Fleet in the Mid-Atlantic, and thus had no real control over its final destination. Had the last fleet (the one in the Mid-Atlantic, i.e.) been French, and had orders to London; then the "drop-off" wouldn't have worked (unless the Fleet in the Tyn had been Turkish, and had received the "Con-Spa" order) (another question raised here: should the convoy order involving a multi-coastal province specify a coast?).

Of course, if Fleet-to-Fleet orders were allowed, the move could have been written as: TUR: A Con-Spa; F Aeg (C) A Con-Ion; F Ion (C) A Aeg-Tyn; F Mid (C) A WMe-Spa; FRA: F Tyn (C) TURKISH A Ion-WMe; F Wme (C) A Tyn-Mid; F EnC (C) A Mid-Lon. This is, of course cumbersome -- it would be simpler simply to state that the philosophy is that of fleet-to-fleet, and let it go at that. (I should add here that, in the example given in the preceding paragraph, I left out the French order: F Tyn (C) A Con-Lon; please add this move to the example, in the proper sequence.)

I hope Calhamer will eventually present his rationale concerning the convoy move. Until then, in DIPLOMANIA games, I will rule that a convoy-move is a single operation, and thus all units involved in the convoy must be ordered to move the army from the same origin to the same destination.

15. THE VICTORY CRITERION -- It is here that DIPLOMANIA games differ from the rulebook and the general practice among GM's (I believe that only Charles Brannan/Steve Cartier uses a similar victory criterion to that I use). The rulebook states: "The ultimate objective of each player is to gain control of Europe. As soon as one player gains a majority of the pieces on the board, he is the winner." (page 1). The DIPLOMANIA victory criterion is (for a Regular game): "To achieve victory, a player must have 18 units on the board at the completion of a Winter season; it is not enough to merely own 18 supply centers, or to merely have a majority of the units actually on the board."

The DIPLOMANIA rule sets a definite point in the game where it is to end, and is based upon an absolute majority of the possible number of units on the board (34) at any given time. In theory, and in the majority of the cases, in practice, once a player has 18 units on the board, it would be down-hill for him the rest of the way, if the game were to be played out until all of the other players had been completely eliminated. I feel that this was the intent of Calhamer -- i.e., to play the game until a theoretical point was reached where a player was over the hump, and could coast down-hill the rest of the way were the game actually to be played out -- but stopping the game at this theoretical point to avoid the tedium of actually completing the achievement of 100% victory.

Simply playing to a "majority" of the units actually on the board does not achieve this supposed intent -- and it sets up many artificial situations where-in a player could win with considerably less than an absolute majority. It is true that, in the majority of cases where a player has achieved a majority of the actual units on the board, if played further he would also achieve an absolute majority -- but in the remaining cases, where this is not true, and the "winning" player won only because of a "quirk" in the rules or in the situation on the board or in play (such as a player with a couple of retreats failing to get his orders to the GM because of the confusion in the P.O.D., resulting in the GM removing the two retreating units, thus throwing the number of units on the board down to 32, and allowing a player with 17 to win, even though build/removal orders were coming up next, and the player with 17 would have been reduced to 15, with the other player therefore winning). Most of the games actually, end by "majorities" lower than 18, and thus "quirk" wins occur more frequently than one would suspect.

The DIPLOMANIA Victory-Criterion rule of 18 at the end of a WINTER season affects the play very little -- it mainly affects the point at which the game ends, and assures that the player who wins, in 99 out of 100 cases, actually does have control over Europe. It makes the games last a few moves longer, but does not alter the rules under which the actual play occurs. It is somewhat analogous to the "checkmate" rule in Chess (although it is not completely analogous, as it does not mean that victory could be achieved by the person with a temporary "majority" in every case), in that, in Chess, the game could be played another move, with the actual capture of the King taking place, without affecting the actual play of the game -- i.e., changing the "checkmate" rule in an analogous manner would affect the point at which the game ends, but not the play of the game.

16. THE SPRING RAID -- This was an experimental variant rule, tried in an across-the-board game at a meeting of the Gamesmen sometime ago, and put into the first few DIPLOMANIA games at the request of the players. It presents considerable problems for the Gamesmaster in keeping track of supply-center control, and I later tried to get the players to vote this rule out, which they failed to do. It is

currently being employed in DIPLOMANIA games PAA, PBA, PCA, and FAA, but so far has had -- contrary to the dire predictions made by some GM's when this rule was first formulated -- virtually no effect on these four games.

The rule, which is in direct opposition to the rulebook, and has therefore caused the games in which it is employed to be labeled "variant-Regular" rather than "Regular" games (oops; it is also in effect in game PEA, making a total of five games in which it is used), is as follows: "Although a player may establish possession of a supply center by occupying it on a Fall move, he may remove a supply center from enemy possession by occupying it on a Spring move. The only exception to this is that the player who occupied the center on the Spring move may state, in writing, to the Games-master (for publication) that he is just passing through and will allow the other player to maintain possession of the center. If he moves out on the Fall move, possession would then revert to the player who owned the center on the previous Fall; however, if he failed to make the required statement, the center would become 'open', under the possession of neither player."

16. REPLACEMENT PLAYERS -- For some time, I was using a "Stand-by Player" in the DIPLOMANIA games, who would make the orders for the forces of any player who missed his moves. However, this was unpopular with the players, as it gave them no chance to conduct diplomacy with this unknown player, and thus reduced much of the skill involved in the play of the game. It soon proved unpopular with me, too, as I had to work my head off finding persons to make these Stand-by moves, and thus many of the issues were delayed as a result.

I have since abandoned the "Stand-by Player" rule in favor of the "Stand-by Replacement Player" rule, wherein, if a player misses a move, his pieces stand in place, and the "Stand-by Replacement Player" is asked to submit the next set of moves due from the delinquent player -- with his name also being announced to the other players in the game, so they can conduct diplomacy with him in the event his moves are used. If the delinquent player misses the next set of moves, the replacement moves are used, and the Stand-by Replacement Player is permanently in the game in place of the delinquent player; if, however, the delinquent player does get his moves in, they are used, the replacement moves discarded, and the Stand-by Replacement Player continues in the category of Stand-by Replacement Player until another player misses a move, in which case the process is repeated.

Now, it has been argued that a player should not be replaced for missing moves -- that, once a player has paid a fee for playing a country in a game, that country is his to do with as he pleases -- that, sometimes, it is to a player's advantage to miss moves several times in a row, to put the other players off-guard. Well, this is debatable -- it should, first, be remembered that there are six other players in the game. Missing a move or moves gives an unfair advantage to a country which happens to be situated, through pure luck of the initial draw, or through game-play which simply resulted in the country being next to the country missing moves at the right time. I have found that, as a player, I dislike it when other players in the game miss moves; it tends to "spoil" the game for me. As a Games-master, on the other hand, it would be much simpler simply to forget about replacements, and take orders as I receive -- or fail to receive -- them; this would save me a heck of a lot of work, and save me a couple of days per issue, at least. However, as GM, I have a responsibility to the players in the game; what if the person who missed his moves did do because he has simply decided to drop out of the game without telling me (as did Get, Reinsel, and a couple of others)? And what about the forgetful type, who can never remember deadlines, and therefore pretty consistently misses moves (and who should have never started playing Diplomacy in the first place)? And so on? What do you other players think? Am I unique in my feelings on this matter?

17. THE WRITING OF ORDERS -- In DIPLOMANIA games, all orders must be specific to be followed. That is, an order must contain all of the elements, clearly stated, which are necessary for the execution of that order -- the unit doing the acting, the location of the unit doing the acting, the action being taken by that unit, and the location and type of unit (if any) or the location of the province (or space) upon which the action is being taken. Also, each unit being ordered must receive its own, separate, order. The units act only insofar as the orders tell them to; if an order is incorrect, the unit receiving it can not be expected to act correctly. It is a simple matter, requiring but a little care, to write proper orders, and there is no reason that the players should not be required to do so.

18. "HOLD" VERSUS "STAND" -- A long discussion on this subject appeared in DIPLOMANIA #13, so I will not elaborate in detail here. The current practice in DIPLOMANIA games is to treat "hold" and "stand" orders, when written, as "hold" orders, and to denote the action taken by a piece for which no orders are received, or for which incorrect or impossible orders are written, as a "stand" order. In other words, the published order "hold" means the unit was actually ordered to hold or stand, while the published order "stand" means either that no orders were received for that unit, or that incorrect or impossible orders were received.

The reason for making such a distinction is our belief that "holding" units should be allowed to receive support in place, while "standing" units should not. Thus, "A Ber (H); A Kie (S) A Ber" should be a valid set of orders, while "A Kie (S) A Ber" should be invalid if A Berlin fails to receive any orders, or if the Army Berlin should receive an impossible or illegal order (such as "A Ber-Tyo", or "A Ber-Bal"). Currently, our DIPLOMANIA policy is to allow support of a unit which fails to receive any orders, but to reject support orders for a unit which receives invalid orders; we wish the rejection of support orders could be extended to apply to both un- and incorrectly-ordered forces.

One of the problems operating against an extension of such a rejection is the question of the units of a country which are in "civil disorder". Most GM's rule that the units of a country which is in "civil disorder" can be supported by the units of another nation which is still in the game -- although the rulebook says nothing whatsoever about this. If my "hold"/"stand" dichotomy were followed all the way through, then it would mean that such support were not possible, as the units which were in "civil disorder" had not been ordered, and were therefore "standing". This makes sense to me. However, if this really bothers the other GM's, this problem could be taken care of merely by stating, concerning the units which are in "civil disorder", that they are in a permanent "hold" situation, and thus are able to be supported in place. The same could be applied to armed neutral nations in some of the variants.

I would very much like to see the "stand"/"hold" dichotomy become a part of the rules and play of Diplomacy; I would like to hear the views of the other players, GM's, and Allan Calhamer on this subject (but please read DIPLOMANIA #13 first, to get my complete argument on the subject).

Well, that's enough on the subject of Diplomacy rule-problems for the time being. There were other situations I was planning to discuss, and I am sure there are some I have forgotten entirely. But I have talked long enough (probably too long). I would very much appreciate comments, both pro and con, from those of you who managed to hold out until the end of this "lecture". And I hope that what I have had to say above will add a bit of "fuel" to the continuing rules-discussion taking place in the Postal Diplomacy world, and may, perhaps, hasten the day when Games Research, Inc. will at the very minimum start including with their rulebook a sheet of interpretations of the rules contained therein.

Don Miller

## ROSTER OF VARIANT POSTAL DIPLOMACY GAMES

This is a listing of the variant postal games for which we have information; all editors and Gamesmasters please check this listing for accuracy, and send us information on variant games not listed here. There is a slight overlapping between this list and the roster published by John Boardman in GRAUSTARK, in that we consider 5- and 6-man games, anonymous games, and team games as variants. Otherwise, this list complements the GRAUSTARK roster, and the two rosters together constitute a complete survey of Postal Diplomacy. Your cooperation is requested in helping us to keep this roster up-to-date. Note that, although some attempt was made to present the games in the order in which they began, the ordering is not exact, by any means. The variant codes used in this roster are as follows:

- a. 3x3 Team, Turkey omitted.
- b. SuperDiplomacy, 7-nation.
- c. 5-man, Russia & Turkey omitted.
- d. 6-man, Turkey omitted.
- e. Middle-Earth II.
- f. Anonymity, 7-nation.
- g. Economic I.
- h. 3x3 Team, Italy omitted.
- i. Mythomacy II.
- j. 3x3 Team, with Wild-Card Player.
- k. Mordor-Versus-the-World I.
- l. Twin-Earths.
- m. Mordor-Versus-the-World II.
- n. Chaos.
- o. 9-man Game (Miller Version).
- p. Anarchy I.
- q. Morglay.
- r. Indianomacy II.
- s. Clans (Scottomacy).
- t. Middle-Earth IV.
- u. 3-man (2 teams & Wild-Card Player).
- v. Napoleonic Diplomacy (5-man, Italy and Germany omitted).
- w. 9-man Game (Cline Version).
- x. 9-man Game (Chalker Version).
- y. MicroDiplomacy.
- z. 2-man Game (2 Teams, Turkey omitted).
- aa. Imperialism VII.
- ab. Princeps.
- ac. Imperialism VIII.
- ad. Open Door (Colonialism III).
- ae.
- af.
- ag.
- ah.
- ai.
- aj.
- ak.
- al.
- am.
- an.
- ao.

1965Aa (GRAUSTARK; GM: John Boardman; Boardman Designation 1965Jt) --

San Diego Kangaroos -- A-H: Conrad Von Metzke; ENG: Stephen Carey; FRA: Robert Ward (Captain) (Resigned FALL, 1902).

Scarborough Tories -- GER: Derek Nelson; ITA: Robert Lake (Captain); RUS: John Davey (Won FALL, 1902).

1965Bb (NORSTRILLIA NOTES, with propaganda in THE WERELD SCHEMERING WEEKLY WOMBAT and related 'zines NORSTRILLIA and UNTITLED SUPERDIPLOMACY FANZINE; GM: Dan Alderson) --

A-H: Jim Goldman; ENG: Phil Castora; FRA: Jack Harness (replaced by Dan Alderson, Spring, 1904); GER: John Smythe; ITA: Earl Thompson; RUS: Dave McDaniel; TUR: Dan Brannan.

1965Ca (GRAUSTARK; GM: John Boardman; Boardman Designation 1965Nt) --

Team A -- ENG: Ovilla Pattee; GER: John Koning (Captain); ITA: Kim Pattee (Won FALL, 1905).

Team B -- FRA: Brian Bailey; A-H: Anders Swenson (Capt.); RUS: Robert Adams.

1965Dc (LUSITANIA; GM: Bernie Kling; Boardman Designation 1965O) --

ENG: Charles Reinsel (Repl. by John Koning, Fall, 1904); FRA: Charles Brannan; GER: Bill Bogert; ITA: John McCallum; A-H: Conrad Von Metzke.

1966Ad (GRAUSTARK; no GM; Boardman Designation 1966G) --

ENG: Gregory Salamo; FRA: Mike Aita; GER: John Boardman; ITA: Donald Berman  
(Won FALL, 1907); A-H: Larry Reinstein (Out Fall, 1905); RUS: Mark Sadowsky.

1966Be (FANTASIA; GM: Don Miller; Game FAA; Began in DIPLOMANIA as DM) --

ARNOR: George Parks (Repl. Quelle, 3004 by Wayne Hoheisel); GONDOR: Alan Huff;  
MORDOR: Jim Latimer; RHOVANION: Frank Clark; ROHAN: Banks Nebane.

1966Cf (DIPSOMANIA; GM: Don Miller; Game DAA; Boardman Designation 1966J; Began  
in DIPLOMANIA as EE) --

All players anonymous until game ends (usual 7 nations).

1966Dg (DIPSOMANIA; GM: Don Miller; Game DBB; Began in DIPLOMANIA as GC) --

A-H: Dave Lebling; ENG: Alan Huff; FRA: Sidney Get (Repl. by Bob Cline, Spring,  
1902); GER: Charles Brannan; ITA: Jerry Pournelle (Repl. by Richard Shagrin,  
Autumn, 1902); RUS: Terry Kuch; TUR: Frank Clark.

1966Eh (DIPLOPHOBIA; GM: Don Miller; Boardman Designation 1966St; Game PDB; Began  
in DIPLOMANIA as HT) --

All players anonymous to non-players (but known to each other) until game ends  
(2 Teams -- FEG's (Host of Valinor): ENG, FRA, GER; RAT's: A-H, RUS, TUR).

1966Fi (FANTASIA; GM: Don Miller; Game FBB; Began in DIPLOMANIA as IY) --

EREWON: Jim Latimer; GILLARDIA: Mark Owings; GRAMARYE: Sid Get (Repl. Fall,  
1901 by Rick Brooks); LAPUTA: Margaret Gemignani; LEMURIA: Alan Huff; MU:  
Jay Haldeman.

1966Gj (DIPLOPHOBIA; GM: Don Miller; Game PGD; Boardman Designation 1966Ut; Began  
in DIPLOMANIA as KTE) --

All players anonymous to non-players (but known to each other) except Wild-Card  
Player, who is anonymous to all, as are all to him, until game ends (2 Teams --  
FEG's: ENG, FRA, GER; RAT's: A-H, RUS, TUR; Wild-Card is ITA).

1966Hf (DIPSOMANIA; GM: Don Miller; Game DGA; Boardman Designation 1966V; Began  
in DIPLOMANIA as LE) --

All players (usual 7 countries) anonymous until game ends.

1966Ik (FANTASIA; GM: Don Miller; Game FCC; Began in DIPLOMANIA as MME) --

ARNOR: Jim Latimer; GONDOR: George Parks (Repl. Quelle, 3001 by Wayne Hoheisel);  
MORDOR: Banks Nebane; RHOVANION: Mark Owings; ROHAN: Alan Huff.

1966J1 (DIPSOMANIA; GM: Don Miller; Game DDD; Began in DIPLOMANIA as NH) --

A-H: Margaret Gemignani; ENG: Dave Lebling; FRA: Jim Latimer; GER: Ron Bounds;  
ITA: Wayne Hoheisel; RUS: Jim Sanders; TUR: Alan Huff.

1966Km (FANTASIA; GM: Don Miller; Game FDC; Began in DIPLOMANIA (no moves) as OM) --

ARNOR: Margaret Gemignani; GONDOR: Jim Latimer; MORDOR: Dave Lebling; RHOVANION:  
Alan Huff; ROHAN: Rick Brooks.

1966Lk (FANTASIA; GM: Don Miller; Game FEC; Began in DIPLOMANIA (no moves) as PM) --

ARNOR: Jay Haldeman; GONDOR: Alan Huff; MORDOR: Margaret Gemignani; RHOVANION:  
Mark Owings; ROHAN: Jim Latimer.

1966Mn (DIPSOMANIA; GM: Don Miller; Game DEE-A; Began in DIPLOMANIA as SE (no  
moves) --

A-H: Wayne Hoheisel; ENG: Rick Brooks; FRA: John Koning; GER: Alan Huff; ITA:  
Jay Haldeman; RUS: Dave Lebling; TUR: Conrad Von Metzke.

1966No (DIPSOMANIA; GM: Don Miller; Game DFF; Began in DIPLOMANIA (no moves) as TN) --

A-H: Banks Nebane; FRA: Alan Huff; GER: Jim Latimer; IBERIA: Wayne Hoheisel; ITA: Ron Bounds (Repl. Fall, 1901 by Dave Lebling); RUS: Jay Haldeman; SCANDINAVIA: Charles Reinsel; TUR: Mark Owings; UNITED KINGDON: Fritz Muhlhauser.

1966Op (SUPERCALIFRAGILISTICEXPIALIDOCIOUS; GM: Don Miller; Game SAA; Began in DIPLOMANIA (no moves) as UE) --

ANKARA: Jim Latimer; BELGIUM: Terry Kuch; BERLIN: Hal Naus; BREST: Fritz Muhlhauser; BUDAPEST: Jim Sanders (Out Summer, 1902); BULGARIA: Dan Alderson; CONSTANTINOPLE: Charles Reinsel (Out Winter, 1901); DENMARK: Fred Lerner (Repl. Fall, 1901 by Alan Huff); EDINBURGH: Bob Ward; GREECE: Bcb Weston (Repl. Fall, 1901 by Michael McIntyre); HOLLAND: Dave Lebling; KIEL: Alan Huff (Out Summer, 1901); LIVERPOOL: Rod Walker; LONDON: Banks Nebane; MARSEILLES: Rick Brooks; MOSCOW: Margaret Gemignani; MUNICH: Jay Haldeman; NAPLES: Greg Molenaar; NORWAY: Frank Clark; PARIS: Joe Haldeman; PORTUGAL: Ron Bounds; ROME: Mark Owings; RUMANIA: Bob Cline (Repl. Fall, 1901 by Richard Shagrin); ST. PETERSBURG: Jack Chalker (Repl. Fall, 1901 by Jim Sanders) (Out Winter, 1901); SERBIA: Ron Parks (Out Winter, 1901); SEVASTOPOL: Jared Johnson; SMYRNA: George Parks; SPAIN: Wayne Hoheisel; SWEDEN: John Koning (Out Winter, 1901); TRIESTE: Conrad Von Metzke; TUNIS: C.W. Brooks; VENICE: Chuck Carey; VIENNA: John Boardman; WARSAW: Pat Oberenbt.

1966Pb (MESKLIN MEMOS; GM: Dan Alderson; Propaganda in THE TOOREY TRIENNIAL TURTLE) --

A-H: Charles Brannan; ENG: John Hartman; FRA: Hilda Hoffman; GER: Alice Alderson; ITA: Anders Swenson; RUS: Jerry Pournelle; TUR: John Smythe.

1966Qq (ASGARD ADDENDA, with propaganda in THE ALFHEIM ANNUAL AARDVARK; GM: Dan Alderson) --

A-H: Conrad Von Metzke; ENG: Leonard Garland; FRA: Bob Ward; GER: Jerry Pournelle; ITA: Charles Brannan; RUS: John Smythe; TUR: Robert Lake.

1966Rr (FANTASIA; GM: Don Miller; Game FHD; GGM: Wayne Hoheisel).

APACHE: Dave Lebling; BLACKFOOT: Conrad Von Metzke; CADDY: Margaret Gemignani; DAKOTA: Jim Latimer; ILLINOIS: Jay Haldeman; IROQUOIS: Don Miller; MUSKHO-GEAN: Alan Huff; SHOSHONI: Fred Lerner (Repl. Winter, 1901 by Chuck Carey).

1966Ss (FANTASIA; GM: Don Miller; Game FIE) --

ENGLAND: Banks Nebane; CAMPBELL: Margaret Gemignani; FRASER: Fred Lerner (Repl. by Jay Haldeman, Summer, 1901); GORDON: Alan Huff; GRAHAM: Dave Lebling; KEITH: Wayne Hoheisel; MACDONALD: Ron Parks (Repl. Fall, 1901 by Richard Shagrin); MACLEOD: Mike McIntyre; STEWART: Rick Brooks.

1966Tt (FANTASIA; GM: Don Miller; Game FJF) --

ANGMAR: Rick Brooks; ARNOR: Mark Owings; GONDOR: Jay Haldeman; HARAD: Jim Latimer; NORDOR: Banks Nebane; RHOVANION: Alan Huff.

1966Ua (STAB; no GM until Fall, 1905; GM after then, John Koning; Game Stab I; Boardman Designation 1966ADt) --

Team A -- A-H: Derek Nelson (Repl. Fall, 1905 by Jim Latimer); ENG: John Smythe (Repl. Fall, 1905 by Jim Latimer); RUS: John Koning (Repl. Fall, 1905 by Jim Latimer) (Won FALL, 1908).

Team B -- FRA: Robert Lake (Repl. Fall, 1905 by John Koning); GER: Kim Pattee (Out Fall, 1904); ITA: Ovilla Pattee (Repl. Fall, 1905 by John Koning).

1966Vu (STAB; GM: John Koning; Game Stab II; Boardman Designation 1966Aft) --  
FRA, GER, ITA: John Smythe; A-H, RUS, TUR: Derek Nelson; ENG: Earl Thompson.

1966Wf (DIPSOMANIA; GM: Don Miller; Game DfG; Boardman Designation 1966An) --  
All players anonymous until game ends; usual 7 nations.

1966Xv (MISKATONIC UNIVERSITY; GM: Anders Swenson; Boardman Designation 1966AP) --  
A-H: Christine Cartier; ENG: Clint Bigglestone (Out Fall, 1904); FRA: Charles Turner; RUS: Gail Schow; TUR: Robert Adams.

1966Yv (MISKATONIC UNIVERSITY; GM: Anders Swenson; Boardman Designation 1966AR) --  
A-H: Brian Bailey; ENG: Red Vance; FRA: Steve Harrison; RUS: Ernest Carrillo; TUR: Paul Moslander.

1966Zw (NAME; GM: Bob Cline) --  
A-H: Bob Ward; BARBARY STATES: Jerry Pournelle; ENG: Don Miller (Repl. WINTER, 1901 by ?); FRA: Rod Walker; GER: Hal Naus; ITA: Steve Cartier; PERSIA: Charles Reinsel; RUS: John Smythe; TUR: Dan Barrows.

1966AAx (BARAD-DUR; GM: Jack Chalker; Game GB-1966-XF) --  
A-H: Mehran Thomson (Out Winter, 1903); BARBARY: Charles Reinsel (Repl. Winter, 1903 by Ron Bounds); ENG: Banks Nebane; FRA: Gerald Jacks (Repl. Winter, 1903 by Don Miller); GER: Dick Schultz (Out Fall, 1903); ITA: Margaret Gemignani; RUS: Rick Brooks; SCANDINAVIA: Ken Levinson; TUR: Alan Huff.

1966ABy (DIPSOMANIA; GM: Don Miller; Game DfG; GGM: Terry Kuch) --  
A-H: Jim Sanders (Repl. Fall, 1901 by Fritz Muhlhauser); ENG: Alan Huff; FRA: Frank Clark; GER: Mark Owings; ITA: Jim Latimer; RUS: Ron Bounds (Repl. Fall, 1901 by Jim Sanders); TUR: Wayne Hoheisel...

1966ACT (FANTASIA; GM: Don Miller; Game FKF) --  
ANGMAR: Harry Manogg; ARNOR: Chuck Carey; GONDOR: Margaret Gemignani; HARAD: Rod Walker; MORDOR: Alan Huff; RHOVANION: Wayne Hoheisel.

1966ADw (A DROITE, A GAUCHE; GM: Hal Naus; Game 1966XA; formerly Game ADAG V-1) --  
A-H: Jerry Pournelle; BARBARY STATES: Earl Thompson; ENGLAND: Christiana Cartier; FRA: John Koning; GER: Gail Schow; ITA: Jim Goldman; PERSIA: Margaret Gemignani; RUS: Edi Birsan; TUR: Bob Cline.

1966AEz (A DROITE, A GAUCHE; GM: Hal Naus; Game 1966XB; formerly Game AGAG V-1a; Boardman Designation 1966AYt) --  
A-H, GER, ITA: Charles Turner; ENG, FRA, RUS: Bob Cline (Repl. by ?).

1966AFaa (EREHWON; GM: Rod Walker; Game vE2) --  
ENG: Charles Turner; FRA: ? Musbach; GER: Cliff Olilla; ITA: Conrad Von Metzke; RUS: Jack Longbine (Repl. Spring, 1939 by Richard Shagrin); TUR: Charles Reinsel.

1966AGaa (EREHWON; GM: Rod Walker; Game vE3) --  
ENG: Peter Comber; FRA: Larry Peery; GER: ? Beyerlein; ITA: Greg Long; RUS: Dan Beckwith (Repl. Winter, 1938 by ?); TUR: Brian Bailey.

1966AHab (EREHWON; GM: Rod Walker; Game vE4) --  
AFRICA: Jack Longbine (Repl. Spring, 993 by Richard Shagrin); EGYPT: Margaret Gemignani; GAUL: Brian Bailey; HISPANIA: Banks Nebane; ITALY: Gail Schow; PONTUS: William West; SYRIA: Harry Manogg; BARBARIANS: ?

1966AIac (EREHWON; GM: Rod Walker; Game vE5) --

A-H: Gail Schow; ENG: Brian Bailey; FRA: Dan Beckwith (Repl. Spring, 1902 by Chuck Carey; GER: Roland Tzudiker; ITA: Charles Turner; JAPAN: Pete Comber; RUS: ? Musbach; TUR: Jack Longbine (Repl. Spring, 1902 by Richard Shagrin); UNITED STATES: Charles Reinsel.

1966AJad (EREHWON; GM: Rod Walker; Game vE6) --

Foreign Devils -- ENG: Charles Alexander; FRA: Jim Latimer; GER: Harry Manogg; JAPAN: Margaret Gemignani; RUS: Pete Comber; UNITED STATES: Cliff Olilla.

1966AKaa (EREHWON; GM: Rod Walker; Game vE7) --

ENG: Jim Latimer; FRA: Chuck Carey; GER: Michael Vaughn; ITA: Edi Birsan; RUS: Ernest Carrillo; TUR: Jack Longbine (Repl. Fall, 1941 by Bill Stewart).

1966ALv (MISKATONIC UNIVERSITY; GM: Anders Swenson; Game 1966MC) --

A-H: Brian Bailey; ENG: Bob Ward; FRA: Red Vance; RUS: Charles Brannan; TUR: Jim Dygert.

1966AMn (DIPSOMANIA; GM: Don Miller; Game DEE-B) --

A-H: Wayne Hoheisel; ENG: Rick Brooks; FRA: John Konig; GER: Alan Huff; ITA: Jay Haldeman; RUS: Dave Lebling; TUR: Conrad Von Metzke.

Well, there you have it for the time being. Any games omitted from this listing will merely be added at the end. Remember, we are counting on you to help us correct this list and keep it up to date. Oh, yes -- GGM's are actually games-mastering games 1966Rr and 1966ABy.

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SURVEY!!

Which country do you think has the biggest advantage in Diplomacy, considering all players equal? Which country is the favorite among Diplomacy players? This survey will determine the answers, with your help. First, list each country, along with a percentage after it indicating the chance it has to win in a game where all players are equal. For instance, if you think each country has an even chance, you might list percentages as in the first column below. If you think England and France have an advantage and that Italy is in a very bad position to start with, you might list percentages as in the example in the second column, below:

	1	2
1. Germany .....	14%	12%
2. France .....	15%	25%
3. England .....	14%	25%
4. Russia .....	14%	8%
5. Turkey .....	14%	10%
6. Italy .....	14%	3%
7. Austria-Hungary .....	15%	17%

After listing the percentages, list all seven countries in the order of your preference, from first to last.

Enclose a self-addressed, stamped envelope for a copy of the results. Send to Jared Johnson, 1548 Rochelle Drive, Chamblee, Ga., 30005. The sooner I get a lot of replies, the sooner I can conclude the survey, so SPREAD THE WORD! Thanks for your cooperation.

I need every Diplomacy player to reply.

Jared Johnson  
1548 Rochelle Drive  
Chamblee, Georgia, 30005

## ROSTER OF VARIANT POSTAL DIPLOMACY PLAYERS

Adams, Robert -- 66Xv -- 2414 Dana St., Apt. #2, Berkeley, Calif.

Alderson, Alice -- 6720 Day St., Tujunga, Calif., 91042; 66Pb.

Alderson, Dan -- 6720 Day St., Tujunga, Calif., 91042; 65Bb, 66Op.

Alexander, Charles -- 714 East University, Apt. #1, Ann Arbor, Mich., 48104; 66AJad.

Atkins, Lon -- 66APaf -- P.O. Box 660, Huntsville, Ala., 35804.

Bailey, Brian -- 66Yv; 66AGaa; 66AHab; 66AIac; 66ALv -- 1698 Fairwood Drive, Concord, Calif., 94521.

Barrows, Dan -- 66Zw -- 5902 Streamview Drive, Apt. #2, San Diego, Calif., 92105.

Beyerlein, Douglas -- 66AGaa -- 3934 S.W. Southern, Seattle, Wash., 98116.

Birsan, Edi -- 66ADw; 66AKaa -- 48-20 39th St., Long Island City, N.Y., 11104.

Boardman, John -- 66Op -- 592 16th St., Brooklyn, N.Y., 11218.

Bogert, Bill -- 65Dc -- 216 S. Rexford Drive, Apt. #202, Beverly Hills, Cal., 90212.

Bounds, Ron -- 66Jl, 66Op, 66AAX -- 649 N. Paca St., Baltimore, Md., 21201.

Brannan, Charles -- See Cartier, Steve.

Brannan, Dan -- See Cartier, Steve.

Brooks, C.W. -- 66Op -- 713 Paul St., Newport News, Va., 23605.

Brooks, Rick -- 66Fi; 66Km; 66Mn; 66Op; 66Ss; 66Tt; 66AAX; 66AMn -- RR#1, Box 167, Fremont, Indiana, 46737.

Carey, Chuck -- 66Op; 66Rr; 66ACt; 66AIac; 66AKaa -- 2002 Westfield, Alexandria, Va., 22308.

Carrillo, Ernest -- 66Yv; 66AKaa -- Steve Cartier, 2417 Webster St., Berkeley, Calif., 94205.

Cartier, Christine -- 66Xv; 66ADw -- 2417 Webster St., Berkeley, Calif., 94205.

Cartier, Steve -- 65Bb; 65Dc; 66Dg; 66Pb; 66Qq; 66Zw; 66ALv -- 2417 Webster St., Berkeley, Calif., 94205.

Castora, Phil -- 65Bb; 3177 West 5th, Los Angeles, Calif.

Clark, Frank -- 66Be, Dg, Op, ABy -- 5506 Fiske Pl., Alexandria, Va., 22312.

Cline, Bob -- 66Dg, ADw -- 3778 Keating, San Diego, Calif., 92110.

Comber, Peter -- 66AGaa, AMac, AJac -- 97-15 Horace Harding Expressway, Lefreck City, Queens, N.Y., 11368.

Dygert, Jim -- 66ALv -- 2090 Blackwood Drive, Walnut Creek, Calif., 94596.

Garland, Leonard -- 66Qq -- 4075 3rd Ave., San Diego, Calif., 92103.

Gemignani, Margaret -- 66Fi, Jl, Km, Lk, Op, Rr, Ss, AAX, ACt, ADw, AHab, AJac -- 67 Windermere Rd., Rochester, N.Y., 14610.

Goldman, Jim -- 65Bb; 66ADw -- 430 East 29th St., Paterson, N.J., 07514.

Haldeman, Jay -- 66Fi, Lk, Mn, No, Op, Rr, Ss, Tt, AMn -- 4211 58th Ave., Apt. #10, Bladensburg, Md., 20710.

Haldeman, Joe -- 66Op -- 5611 Chillum Hts. Drive, W. Hyattsville, Md., 20782.

Harrison, Steve -- 66Yv -- Unknown -- Anders or someone, please help!

Hartman, John -- 66Pb -- 429 South Cleveland, Enid, Oklahoma, 73701.

Hoheisel, R. Wayne -- 66Be, Ik, Jl, Mn, No, Op, Ss, ABay, ACt, AMn -- 912 N. Daniel St., Arlington, Va., 22201.

Hoffman, Hilda -- 66Pb -- 601 S. Vermont Ave., Los Angeles, Calif., 90005.

Huff, Alan -- 66Be, Dg, Fi, Ik, Jl, Km, Lk, Mn, No, Op, Rr, Ss, Tt, AAX, ABy, ACt, AMn -- 7603 Wells Blvd., Adelphi, Md., 20783.

Johnson, Jared -- 66Op -- 1548 Rochelle Drive, Chamblee, Ga., 30005.

Koning, John -- 65Dc; 66Mn, ADw, AMn -- 318 South Belle Vista, Youngstown, Ohio, 44509.

Kuch, Terry -- 66Dg, Op -- 2323 Nebraska Ave., N.W., Wash., D.C., 20016.

Lake, Robert -- 66Qq -- 66 Colonial Ave., Scarborough, Canada.  
 Latimer, Jim -- 66Be, Fi, Ik, Jl, Km, Lk, No, Op, Rr, Tt, ABy, AJac, AKaa -- Room 223, Austin Centre, Merrimack College, N. Andover, Mass., 01845.  
 Lebling, Dave -- 66Dg, Jl, Km, Mn, No, Op, Rr, Ss, AMan, ANae -- 3 Rollins Court, Rockville, Md., 20852.  
 Levinson, Ken -- 66AAx -- 1991 Sedgwick Ave., Bronx, N.Y., 10453.  
 Long, Greg -- 66AGaa -- 3526 SW 112, Seattle, Wash., 98146.

McCallum, John -- 65Dc -- %P&M Section SES, Ralston, Alberta, Canada.  
 McDaniel, Dave -- 65Bb -- 619 S. Hobart Blvd., Apt. #4, Los Angeles, Cal., 90005.  
 McIntyre, Michael -- 66Op, Ss -- 558 33rd St., Manhattan Beach, Calif., 90226.  
 Manogg, Harry -- 66ACt, AHab, AJac -- P.O. Box 769, Kankakee, Ill., 60901.  
 Mebane, Banks -- 66Be, Ik, No, Op, Ss, Tt, AAX, AHab -- 6901 Strathmore St., Chevy Chase, Md., 20015.  
 Miller, Don -- 66Rr, AAX -- 12315 Judson Rd., Wheaton, Md., 20906.  
 Molenaar, Greg -- 66Op -- 4877 Battery Lane, Apt. #2, Bethesda, Md., 20014.  
 Moslander, Paul -- 65Yv -- 150 Rose St., San Francisco, Calif.  
 Muhlhauser, Fritz -- 66No, Op, ABy -- %R. Wayne Hoheisel, 912 N. Daniel St., Arlington, Va., 22201 (after January 21).  
 Musbach, Frank -- 66AFaa, AIac -- 271 Frontier Hall, U. of Minn, Minneapolis, Minn., 55455.

Naus, Hal -- 288 Broadway, Flat 139, Chula Vista, Calif., 92010 -- 66Op, Zw.  
 Nelson, Derek -- 66Vu, APaf -- 18 Granard Blvd., Scarborough, Ontario, Canada.

Oberenbt, Pat -- 66Op -- %R. Wayne Hoheisel, 912 N. Daniel St., Arlington, Va., 22201.  
 Ollila, Cliff -- 66AFaa, AJac -- 270 Frontier Hall, U. Of Minn., Minneapolis, Minn., 55455.  
 Owings, Mark -- 66Fi, Ik, Lk, No, Op, Tt, ABy -- 3731 Elkader Rd., Baltimore, Md., 21218.

Parks, George -- 66Op -- 7201 Ridgewood St., Chevy Chase, Md., 20015.  
 Peery, Larry -- 66AGaa -- 5834 Estelle St., San Diego, Calif., 92115.  
 Pournelle, Jerry -- 66Pb, Qq, Zw, ADw, APaf -- 8396 Fox Hills Ave., Buena Park, Calif., 90620.

Reinsel, Charles -- 66No, Zw, AFaa, AIac -- 120 8th Ave., Clarion, Pa., 16214.

Sanders, Jim -- 66Jl, ABy, ACae -- 601 W. 110th St., Rm. 3K4, N.Y., N.Y., 10025.  
 Schow, Gail -- 66Xv, ADw, AHab, AIac -- 1253 Rudgear Rd., Walnut Creek, Cal., 94598.  
 Shagrin, Richard -- 66Dg, Op, Ss, AFaa, AHab, AIac -- Rm. 356, Haggett Hall., Univ. of Wash., Seattle, Wash., 98105.  
 Smythe, John -- 65Bb; 66Pb, Qq, Vu, Zw, APaf -- 621 E. Prospect, Girard, Ohio, 44420.  
 Stewart, Bill -- 66AKaa -- 3223 60th, S.W., Seattle, Wash., 98115.  
 Swenson, Anders -- 66Pb -- 145 Ponderosa Lane, Walnut Creek, Calif., 94598.

Thompson, Earl -- 65Bb; 66Vu, ADw -- 128 S. Mariposa, Apt. #2, Los Angeles, Calif., 90004.

Thomson, Mehran -- 66ANae -- 12825 Dixie St., Detroit, Mich., 48239.  
 Turner, Charles -- 66Xv, AEz, AFaa, AIac -- 843 Santa Fe Ave., Albany, Cal., 94706.  
 Tzudiker, Roland -- 66AIac -- 310 Garrison St., Denver, Colo., 80226.

Uhr, Richard -- 66AOae -- 942 First Court, Brooklyn, N.Y., 11223.

Vance, Red -- 66Yv, ALv -- 2812 Regent St., Berkeley, Calif.  
 Vaughn, Michael -- 66AKaa -- 390 First Ave., N.Y., N.Y., 10010.  
 Von Metzke, Conrad -- 65Dc; 66Mn, Op, APaf, Qq, Rr, AFaa, AMn -- 5327 Hilltop Drive, San Diego, Calif., 92114.

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Walker, Rodney C. -- 660p, Zw, ACT -- 1st Lt., FV3129356, TUSLOG Det. #183, APO N.Y., N.Y., 09254.  
Ward, Bob -- 660p, Qq, Zw, ALv -- P.O. Box 19002, Camellia Sta., Sacramento, Cal., 95819.  
West, William -- 66AHab -- SSgt, 32nd Comm. Sq., Scribner AB, Hooper, Neb., 68031.

Gamesmasters and players are requested to make any changes necessary to the above roster, and to keep us posted of future changes so we can keep this roster up to date. Also, please note that players in anonymous games do not necessarily appear on this roster.

Inactive Roster (Players still active in other variant games are denoted by "\*" )  
(Key: F -- In game at finish, but not winner; O -- Knocked out during game;  
R -- Resigned or replaced during game; W -- Winner of game) --

Adams, Robert -- \*; 65Ca(F).  
Aita, Mike -- 66Ad(F).  
Bailey, Brian -- \*; 65Ca(F).  
Beckwith, Dan -- 66AGaa(R); Aiac(R).  
Berman, Donald -- 66Ad(W).  
Bigglestone, Clint -- 66Xv(O).  
Boardman, John -- \*; 66Ad(F), APaf(R).  
Bounds, Ron -- \*; 66No(R), ABy(R).  
Carey, Stephen -- 65Aa(F).  
Chalker, Jack -- \*; 660p(R).  
  
Cline, Bob -- \*; 660p(R), AEz(R).  
Davey, John -- 65Aa(W).  
Get, Sidney -- 66Dg(R), Fi(R).  
Goldman, Jim -- \*; 63Ac(F).  
Harness, Jack -- 65Bb(R).  
Jacks, Jerry -- 66AAx(R).  
Keshner, Stuart -- 63Ac(F).  
Koning, John -- \*; 65Ca(W); 660p(O), Ua(F).  
Lake, Robert -- \*; 65Aa(W); 66Ua(R).  
Latimer, Jim -- \*; 66Ua(W).  
Lerner, Fred -- 63Ac(F); 660p(R), Rr(R), Ss(R).

Longbine, Jack -- 66Afaa(R), AHab(R), Aiac(R), AKaa(R).  
McDaniel, Dave -- \*; 63Ac(F).  
Miller, Don -- \*; 66Zw(R).  
Nelson, Derek -- \*; 63Av(W); 65Aa(W); 66Ua(R).  
Parks, Ron -- 660p(O); Ss(R).  
Parks, George -- \*; 66Be(R); Ik(R).  
Pattee, Kim -- 65Ca(W); 66Ua(O).  
Pattee, Ovilla -- 65Ca(W); 66Ua(R).  
  
Pournelle, Jerry -- \*; 66Dg(R).  
Reinsel, Charles -- 65Dc(R); 660p(O), AAx(R); \*.  
Reinstein, Larry -- 66Ad(O).  
Sadowsky, Mark -- 66Ad(F).  
Salamo, Gregory -- 66Ad(F).  
Sanders, Jim -- \*; 660p(O).  
Schultz, Dick -- 66AAx(O).  
Smythe, John -- \*; 66Ua(R).  
Swenson, Anders -- \*; 65Ca(F).  
Thomson, Mehran -- \*; 66AAx(O).  
Von Metzke, Conrad -- \*; 65Aa(F).  
Ward, Bob -- \*; 65Aa(F).  
Weston, Bob -- 660p(R).

Winners of Games Completed to Date --

Game 63Ac -- Derek Nelson, Italy, Fall, 1906.  
Game 65Aa -- Scarborough Tories (John Davey, Russia; Robert Lake, Italy; Derek Nelson, Germany), Fall, 1902.  
Game 65Ca -- Team of John Koning, Germany; Kim Pattee, Italy; Ovilla Pattee, England; Fall, 1905.  
Game 66Ad -- Donald Berman, Italy, Fall, 1907.  
Game 66Ua -- Jim Latimer, Austria-Hungary/England/Russia, Fall, 1908.

WANTED --

BROBDINGNAG -- Issues 1-25.  
GRAUSTARK -- Issues 2-10, 13-18, 20, 22-24, 26-30, 32-42.  
LUSITANIA -- Issues 1-6, 12, 13.  
RURITANIA -- Issues 1-26, 29, 34.  
TRANTOR -- Issues 1-17.  
WILD 'N WOOLY -- Issues 3-6, 9-12, 23, 27, 30, 32, 33, 36, 37, 64.

D. Miller  
12315 Judson Rd.  
Wheaton, Md., 20906  
  
Will trade or pay  
cash.

## THE POSTAL DIPLOMACY MAGAZINES

(In the listings to follow, "R" indicates 'zine is devoted to Regular Diplomacy; "v" indicates 'zine is devoted to variant Diplomacy games; "Rv" indicates both types of games are present in 'zine; "P" with either "R" or "V" indicates 'zine is devoted to the publication of propaganda only, with no games; "G" indicates magazine is devoted to discussion and the like, with no games; "\*" indicates that, to the best of our knowledge, 'zine is accepting players for new games -- check with editor/publisher/Gamesmaster before sending money, as our info could be wrong, and game-fee rates may have changed; "s/" indicates subscription rate for 'zine; "g/" indicates game-fee; issue numbers or dates shown indicate only issues of 'zine we have in our collection -- there may have been more issues published than shown in listings; Game-designations are for variant games when a lower-case letter is present in designation, and for Regular games when no lower-case letter is present -- for games having both Boardman and variant designations, only the variant designation will be used; Gamesmasters/editors/publishers -- please update this listing for us and help us to keep it current.)

Active Magazines --

A DROITE A GAUCHE (ADAG) -- Harold A. Naus, 288 Broadway, Flat 139, Chula Vista, Cal., 92010; Games 1965M (Adag-4; formerly COSTA #2), 19660 (Adag-5; formerly COSTA #4), 1966AC (Adag-6; formerly COSTA #5), 1966AE (Adag-7; formerly COSTA #7), 1966AG (Adag-9; formerly COSTA #6), 1966AH (Adag-10; formerly COSTA #8), 1966AI (Adag-11; formerly COSTA #10), 1966AL (Adag-1), 1966AM (Adag-2), 1966AU (Adag-3), 1966BB (Adag-8); 1966AD<sub>W</sub> (Adag V-1 or 1966XA), 1966AE<sub>Z</sub> (1966AY<sub>T</sub> in Boardman designation; Adag V-1a or 1966XB); s/10 for \$1; g/\$2(R), \$2.50(v), or both for \$3; \*; Rv; issues 1-9 on hand.

THE ALFHEIM ANNUAL AARDVARK -- Dan Alderson, 6720 Day St., Tujunga, Cal., 91042; Game 1966Qq (Propaganda only; with ASGARD ADDENDA); Pv; no issues on hand.

ARMAGEDDONIA -- James Dygert, 2090 Blackwood Drive, Walnut Creek, Cal., 94596; GM, Charles Turner; Games 1966M (formerly COSTA #3; began in T.S.), and a variant ("Omnibus Diplomacy") on which we have no information; s/10 for \$1; g/\$2.50; Rv; issue #1 on hand; \*.

ASGARD ADDENDA -- Dan Alderson (address above); Game 1966Qq (with propaganda-'zine, THE ALFHEIM ANNUAL AARDVARK); v; issues 1 and 2 on hand.

BARAD-DUR -- Jack L. Chalker, 5111 Liberty Heights Ave., Baltimore, Md., 21207; Games Bureau Diplomacy Division; combined with ORTHANC for issues 1-10; Games 1965S (GB-1965-B), 1965T (GB-1965-C), 1966D (GB-1966-E; won FO7, Huff, England), 1966AX (GB-1966-G), 1966AAx (GB-1966-XF); s/10 for \$1; g/\$4, \$2 thereafter; Rv; issues 1-37 on hand; \*.

BIG BROTHER -- Charles Reinsel, 120 Eighth Ave., Clarion, Pa., 16214; Games 1966L, 1966AK; s/1; g/\$4; \*; R; only issue dated 18 April 1966 on hand.

BROBDINGNAG -- John A. McCallum, %P&M Section, SES, Ralston, Alberta, Canada; Originally published by Dick Schuittz; Games 1964C (won F13, Boardman, England), 1966AQ, 1966AV; s/10 for \$1; g/\$2; R; issues 26-50 on hand,

THE BROKEN LINE -- John Reiner, 361 Elm Drive, Apt. #4, Beverly Hills, Calif.; s/10 for \$1; g/\$1.50; R; \*; no games started yet; issue #2 on hand.

CORSAIR -- Bob Speed, 1610 Johnstone Ave., Richland, Wash., 99352; game 1966BA (RS 66:2); s/10 for \$1; R; no issues on hand.

DIPLOMANIA -- Don Miller, 12315 Judson Rd., Wheaton, Md., 20906; no games -- originally had many of the games now in DIPLOPHOBIA, DIPSOMANIA, FANTASIA, and SUPERCALIFRAGILISTICEXPIALIDOCIOUS, but split into five magazines after issue #11, becoming a Diplomacy "gen-'zine" with issue #12; s/10 for \$1; G; issues 1-14.

DIPLOPHOBIA -- Don Miller (address above) -- Games 1965V (PAA; began in DIPLOMANIA as A), 1966E (PBA; began in DIPLOMANIA as B), 1966F (PCA; began in DIPLOMANIA as C), 1966K (PEA; began in DIPLOMANIA as F), 1966T (PFC; began in DIPLOMANIA as J), 1966AS (PHC), 1966AT (PIC), 1966AZ (PJC), 1966Eh (Boardman designation 1966St; began in DIPLOMANIA as HT; PDB), 1966Gj (PGD; Boardman designation 1966Ut; Began in DIPLOMANIA as KTE), and one game (PKC) with no Boardman designation as of yet; s/10 for \$1; g/\$3, \$2, or \$1, depending; Rv; \*; issues 1-6.

DIPSOMANIA -- Don Miller, 12315 Judson Rd., Wheaton, Md., 20906; Games 1966Cf (DAA; Boardman designation 1966J; Began in DIPLOMANIA as EE), 1966Dg (DBB; Began in DIPLOMANIA as GG), 1966Hf (DCA; Boardman designation 1966V; began in DIPLOMANIA as LE), 1966J1 (DDD; began in DIPLOMANIA as NH), 1966Jm (DEE-A; began in DIPLOMANIA as SE), 1966No (DFF; began in DIPLOMANIA as TN), 1966Wf (DGA; Boardman designation 1966AN), 1966AbY (DHG), 1966AMn (DEE-B); s/10 for \$1; g/\$3, \$2, or \$1; issues 1-6; \*; v.

EREHWON -- Rodney C. Walker, 1st Lt., FV 3129356, TUSLOG Det. #183, APO NY, NY, 09254; games 1966AO (rE1), 1966AFaa (vE2), 1966AGaa (vE3), 1966AHab (vE4), 1966AIac (vE5), 1966AJad (vE6), 1966AKaa (vE7), and one game (rE8) not yet assigned a Boardman designation; s/10 for \$1; g/\$2, then \$1; Rv; \*; issues 1-6 on hand.

EURALIA -- Jim Sanders, 601 W. 110th St., Room 3X4, N.Y., N.Y., 10025; game 1966BC; s/20 for \$1; g/\$2; Rv; \*; issues 1-3 on hand.

FANTASIA -- Don Miller (address above) -- games 1966Be (FAA; began in DIPLOMANIA as DM), 1966Fi (FBB; began in DIPLOMANIA as IY), 1966Ik (FCC; began in DIPLOMANIA as MME), 1966Km (FDC; began in DIPLOMANIA as OM), 1966Lk (FEC; began in DIPLOMANIA as PM), 1966Rr (FHD), 1966Ss (FIE), 1966Tt (FJF), 1966ACt (FKF); s/10 for \$1; g/\$3, \$2, or \$1, depending; v; \*; issues 1-7.

GLOCKORLA -- Dave Lebling, 3 Rollins Court, Rockville, Md., 20852; no games yet; s/10 for \$1; g/\$3, \$2, or \$1, depending; v; \*; issue #1.

GRAUSTARK -- John Boardman, 592 16th St., Brooklyn, N.Y., 11218; games 1963Ac (Boardman designation 1963A; Won F06, Derek Nelson, Italy), 1964A (won F11, James MacKenzie, Turkey), 1965A (won F12, Charles Wells, Turkey), 1965F (formerly COSTA #1), 1965L (Draw, F09, Frank Clark, Germany, and John Koning, Russia), 1965Q, 1966B (formerly COSTA #3), 1966Q, 1966R, 1966AA, 1965Aa (Boardman designation 1965Jt; won F02, team of Derek Nelson, Germany; Robert Lake (Capt.), Italy; and John Davey, Russia), 1965Ca (Boardman designation 1965Nt; won F05, team of Ovilla Pattee, England; John Koning (Capt.), Germany; and Kin Pattee, Italy), 1966Ad (Boardman designation 1966G; won F07, Donald Berman, Italy), 1966ANae (WII-A), 1966AOae (WII-B); s/10 for \$1; Rv; issues 1,11,12,19,21,25,31,43-114 on hand.

THE GAMESLETTER -- Don Miller, address above; no games -- the official organ of the Games Bureau, with occasional news of the Bureau Diplomacy Division; free to Bureau members (\$1 per year); G; issues 1-8.

THE GAMESMAN -- Don Miller, address above; no games -- occasional general articles and the like on Diplomacy and other games; Games Bureau 'zine; s/4 for \$1, 35¢ a copy; G; issues 1-3.

THE HIGH LIVER -- Richard Shagrin, Rm. 356, Haggett Hall, U. of Wash., Seattle, Wash., 98105; no games yet; s/10 for \$1; g/free; v; \*; issue #1 on hand.

KALMAR -- Steve & Christiana Cartier, 2417 Webster St., Berkeley, Cal., 94205; assorted GM's; games 1966AJ (1966KR), and three games (1966KS, 1966KT, and 1966KV) not yet assigned Boardman designations; s/10 for \$1; g/\$4; Rv; \*; issue #1 on hand.

LONELY MOUNTAIN -- Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio, 44120; was called MAGAZINE for issues 10-12; games 1965P, 1966A, and 1966Y; s/20 for \$1 (?); R; issues 1-23, 25-27 on hand.

LUSITANIA -- Bernie Kling, 237 S. Rodeo Drive, Beverly Hills, Cal., 90212; games 1966X, 1965Dc (Boardman designation 19650); s/?; g/\$1.50; Rv; \*; issues 7-11, 14.

MAGAZINE -- See LONELY MOUNTAIN.

MARSOVIA! -- Robert J. Ward, P.O. Box 19002, Camellia Sta., Sacramento, Cal., 95819; game 1966N; s/?; R; issues 1-7, 10 on hand.

MASSIF -- John Koning, 318 South Belle Vista, Youngstown, Ohio, 44509; now in STAB; games 1965E (Massif I; won F11, John Smythe, England), 1966I (Massif II); issues 1-19, 21-35 on hand; see STAB for sub- and game-rates; R.

MAXIMUS MINIMUS -- Alan Fisher, %Steve Cartier, 2417 Webster St., Berkeley, Cal., 94205; no games yet; sub-rates & game-fees unknown; v; \*; no issues on hand.

MESKLIN MEMOS -- Dan Alderson, address above; game 1966Pb (with propaganda-'zine, THE TOOREY TRIENNIAL TURTLE); v; issues 1-6 on hand.

MISKATONIC UNIVERSITY -- Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Cal., 94598; games 1966Xv (Boardman designation 1966AP), 1966Yv (Boardman designation 1966AR), 1966ALv (1966MC; no Boardman designation assigned yet); s/10 for \$1; g/\$2.50; v; \*; issues on hand 2, 4, 10-17.

NAME -- Bob Cline, 3778 Keating St., San Diego, Cal., 92110; game 1966Zw; v; issues 1-3 (unnumbered) on hand.

NORSTRILLIA -- Dan Alderson, address above; game 1965Bb; with NORSTRILLIA NOTES; G; issue #1 on hand.

NORSTRILLIA NOTES -- Dan Alderson, address above; game 1965Bb (with Propaganda-'zine, THE WERELD SCHEMERING WEEKLY WOMBAT; also with NORSTRILLIA and UNTITLED SUPERDIPLOMACY FANZINE); v; issues 1-23 on hand.

ORTHANC -- Ron Bounds, 649 N. Paca St., Baltimore, Md., 21201; issues 1-10 combined with BARAD-DUR; Games Bureau Diplomacy Division 'zine; games 1965R (GB-1965-A; game began in BARAD-DUR), 1965W (GB-1965-D; began in BARAD-DUR), 1966AB (GB-1966-H); s/10 for \$1; g/\$4, afterwards \$2; R; issues 11-31 on hand.

STAB -- John Koning, address above; includes MASSIF and TRANTOR; games 1966Ua (Boardman Designation 1966ADt; Stab I; won F08 by Jim Latimer, Austria-Hungary/England/Russia), 1966Vu (Stab II; Boardman designation 1966Aft); s/10 for \$1; games by invitation only; issues 1-24 on hand; (R)v.

SUPERCALIFRAGILISTICEXPIALIDOCIOUS -- Don Miller, address above; game 1966Op; s/10 for \$1; g/\$3, \$2, or \$1, depending; v; \*; issues 1-5.

SIBELIUS (Bill Bogert, 216 S. Rexford Drive, Apt. #2, Beverly Hills, Cal., 90212; no games -- not a games-'zine, but occasionally general material on Diplomacy; G; issue #2.

THE TOOREY TRIENNIAL TURTLE (sometimes "TORTOISE" instead of "TURTLE") -- Dan Alderson, address above; game 1966Pb (Propaganda only; with MESKLIN MEMOS; Pv; issues 1-6 on hand.

TRANTOR -- John Koning, address above; originally published by John Smythe; now in STAB; games 1964D (Trantor I; won W16, John McCullum, Austria-Hungary); 1965U (Trantor II); R; see STAB for sub- and game-rates; issues 18-49 on hand.

THE WERELD SCHEMERING WEEKLY WOMBAT -- Dan Alderson, address above; game 1965Bb (Propaganda only; with NORSTRILLIA NOTES); Pv; issues 1-6 on hand.

WILD 'N WOOLY -- Steve Cartier, address above; games 1965B (1965KL), 1965C (1965KM), 1965D (1965KX), 1965G (1965KY), 1965H (1965KN), 1965I (1965KJ; won S11, John Smythe, Italy), 1965K (1965KQ), 1966C (1966KL); 1966H (1966KN), 1966Z (1966KQ); s/10 for \$1; g/\$6; R; issues 1,2,7,8,13-22,24-26,28,29,31,34,35,38-63,65-77 on hand.

XENO -- Steve Cartier, address above; no games yet; s/10 for \$; g/\$2; v; \*; no issues on hand.

There are also variant games and 'zines planned (or started -- we have no info) by Charles Alexander, 714 E. University, Apt. #1, Ann Arbor, Mich., 48103, and Linn Haramis, 2323 Belleflower, Alliance, Ohio; write to them for details. In addition, we understand that carbon-copy games (to be published later) are being run by Eutiquio Jose Revillagigedo (1966P) and Bob Speed (replacing James Wright; we are not sure if this one has been assigned a Boardman designation or not).

#### Inactive Magazines --

BOLVERK (James Wright, 1605 Thayer, Richland, Wash., 99352; 1966W (R1966B), won F13, Karl Thompson, England; issues 5 and 11 on hand; R).

COSTAGUANA (Conrad Von Metzke, 5327 Hilltop Drive, San Diego, Calif., 92114; all games in this 'zine have been transferred to other 'zines as follows: to ADAG -- 1965M, 19660, 1966AC, 1966AE, 1966AG, 1966AH, 1966AI; to ARMAGEDDONIA -- 1966M; to GRAUSTARK -- 1965F, 1966B; issues on hand, Vol. I, #'s 1,2,19,20; Vol. II, issues 1-4,7-9; last issue Vol. II, #9; R).

COUP (Charles Wells, address above; 1966APaf (1966X1); incorporated in LONELY MOUNTAIN; v; issues 1-5,7-9 on hand).

FREDONIA (John Boardman, address above; 1964B, won F09, John Smythe, Austria-Hungary; last issue #28; R; issues 2,6,11 on hand).

RURITANIA (John Boardman, address above; 1963B, won F18, Bruce Pelz, Russia; last issue #40; R; issues 27,28,30-33,35-40 on hand).

T.S. (Monroe Jeffrey, 583-B, Moss St., Chula Vista, Cal., 92010; incorporated in COSTAGUANA after issue #6; 1966M; R; issues 3(?),4 on hand).

WORLDIP (Bruce Pelz, Box 100, 308 Westwood Plaza, Los Angeles, Cal., 90024; 1963C, GM Owen Hannifin, won F14, Phil Castora, England; R; no issues on hand; last issue published #28).

ALTERNATE WORLD DIPLOMACY I and II -- Dan Alderson -- issue dated 7 Jul '65; v.

DOUBLE-DOUBLE -- Dick Schultz, 19159 Helen, Detroit, Mich., 48234 -- Nov. '65; distributed with STAB #9 and Nov. '65 FAPA; fiction.

ECONOMIC DIPLOMACY -- Dan Alderson -- issue dated 27 Jul '65; v.

LA GAZETTE D'EUROPE -- Bill Blackbeard, 311 Iris Ave., Corona del Mar, Cal.; no issues on hand; R?.

GRAND FENWICK GAZETTE -- Charles Wells (address above) and Lon Atkins, P.O. Box 660, Huntsville, Ala., 35804; Jul '65 (only issue published); R.

PROCLAMATION -- John Boardman -- issue dated 28 Apr 64A -- only issue pub.; PR.

TUPPENCE-HA'PENNY -- Ed Baker, 619 S. Hobart, Apt. #4, Los Angeles, Cal., 90004 or 3177 W. 5th St., L.A., Cal., 90005 (which is the latest?); no issues on hand; R.

VALASKJALF -- James Wright, 1605 Thayer, Richland, Wash., 99352 -- R?; issue #1 on hand.

VANDY II -- Earl Thompson, 128 S. Mariposa, Apt. #2, Los Angeles, Cal., 90004 -- only three issues published; issues 1 and 2 on hand; R.

UNTITLED SUPERDIPLOMACY FANZINE -- Dan Alderson -- 1965Bb (with NORSTRILLIA NOTES); issue #1; v, G.

WART HOG -- Jim Goldman, 430 East 29th St., Paterson, N.J., 07514 -- no issues on hand; only one issue published; v.

WITDIP SPECIAL -- Bruce Pelz, address above -- last issue, #14; no issues on hand; R.

No information is available on the following; some may have been announced but never published:

ASGARD	MISTY
ANGBAD	SAFNCIR (#3)
ASDIP	SERENDIP
BRAYER	SKY ON FIRE
DIPLOMACY	THANGORODRIM
DIE WIS (#12)	WITDIP SPECIAL
KNOWABLE (#3)	WORLDIP SPECIAL
MESKLIN	

Any information on any of the above would be appreciated. In addition, if you know of any Diplomacy or Diplomacy-related 'zines not covered in this listing, please let us know.

Before closing this listing, it should be noted that THE WSFA JOURNAL contained the start of game 1965V (PAA) in issues 12-14; the moves and propaganda were later reprinted in DIPLOMANIA. Also, included in the series listed above as being on hand were several supplements: BARAD-DUR 1.5, DIPLOMANIA 8-I, DIPLOMANIA 8-II, DIPLOMANIA 8-III, EREHWON 2a, LONELY MOUNTAIN 2.5, MISKATONIC ERRATA (to #2, probably); there was also an issue #9 of LUSITANIA published by Boardman. Finally, I CARAMBA (in Spanish) and OSGILIATH were announced, but never started.

#### Recommended Magazines --

Regular Diplomacy -- BROBDINGNAG, DIPLOMANIA, GRAUSTARK (a must), LONELY MOUNTAIN, STAB; for those wishing to play only, DIPLOPHOBIA and WILD 'N WOOLY as well.

Variant Diplomacy -- DIPLOMANIA, DIPSOMANIA, EREHWON, FANTASIA, and possibly SUPERCAL after a few more games are started therein.

What we have seen of several of the other 'zines looked good, but we haven't seen enough as of yet to single them out for recommendation. As for the already-established 'zines not singled out, most of them are competently-handled, but the ones singled out above have a little bit extra to offer; the five Regular 'zines, for example, all go into some depth in theoretical discussions of the game; the Variant 'zines are the major ones in a field that is just beginning to develop.

WESTERCON XX Diplomacy Tourney -- Earl Thompson, Secretary of WESTERCON XX, Chairman of the Diplomacy Sub-Committee, announces a Diplomacy tourney. A magnificent trophy will be awarded to the winner and the tourney games will be published. One of the "50-people" conference rooms will be exclusively devoted to Diplomacy. There will be a games-fee above the \$2 convention membership (said fee including purchase of a copy of the published tourney games). Dan Alderson has offered to record moves, etc., and has therefore been appointed Gamesmaster by Thompson. Suggestions, recommendations, and applications to the WESTERCON XX Tourney should be sent to: Earl Thompson, Diplomacy Chairman, 128 S. Mariposa Ave., Apt. #2, Los Angeles, Cal., 90004 (phone 213-384-2415). WESTERCON XX will be held July 1-4, 1967, at the Sheraton West, Los Angeles, California.

DIPLOMANIA ROSTER

(M, Player in game in DIPSOMANIA; F, Player in game in FANTASIA; P, Player in game in DIPLOPHOBIA; S, Player in game in SUPERCALIFRAGILISTICEXPIALIDOCIOUS; T, Trader; W, Subscriber; G, Player in game in GLOCKORLA. Note that players in games of Anonymity and Team games do not necessarily appear on roster. Stand-by replacement players are indicated by parens around the 'zine designation. An asterisk indicates air-mail delivery. Please check the roster carefully and let us know about any changes or corrections ASAP. Please provide us with phone numbers in all cases where they do not appear below. A selected few persons receive DIPLOMANIA 'zines for reasons other than those listed above; these persons will be denoted by an "X". For subscribers, last issue of 'zine to be received will be noted; for traders, 'zines involved in trade will be noted.)

Alderson, Daniel J., 6720 Day St., Tujunga, Cal., 91042 (S\*, M, F, P, PT\*, DW20\*); Trades are for all 'zines published by Dan) (Note that "D" indicates DIPLOMANIA throughout this roster; we omitted it by accident from the above breakdown).

Alexander, Charles P., 714 East Univ. #1, Ann Arbor, Mich., 48104 (P, DW23).

Boardman, John, 592 16th St., Brooklyn, N.Y., 11218 (212-HY9-7686) (S, M, F, PT, DT; Trades are for all Diplomacy 'zines published by John).

Bounds, Ronald W., 649 N. Paca St., Baltimore, Md., 21201 (SA7-8202) (S, M, DW18).

Brooks, C.W., Jr., 713 Paul St., Newport News, Va., 23605 (S, DW18).

Brooks, Richard, RR#1, Box 167, Fremont, Indiana, 46737 (219-495-4267) (F, G, M, S, PW10, DW18).

Bryant, Richard L., 45 Willow St., Brockton, Mass., 02401 (JU3-6125) (P, DW23).

Calhamer, Allan B., 201 W. 21st St., N.Y., N.Y., 11011 (X).

Carey, Chuck, 2002 Westfield, Alexandria, Va., 22308 (780-2919) (P, F, S, M, DW23).

Cartier, Steve, "Charles G. Brannan", 2417 Webster St., Berkeley, Calif., 94205 (P, M, DW18).

Chalker, Jack L., 5111 Liberty Heights Ave., Baltimore, Md., 21207 (DW18; X for all other 'zines if DIPLOMANIA family joins NJF Games Bureau).

Clark, Frank E., 5506 Fiske Place, Alexandria, Va., 22312 (FL4-9077) (P, M, F, S, DW18).

Cline, Robert B., 3778 Keating, San Diego, Calif., 92110 (M, DW21).

Corbeil, Gary, Rm. 260C, Austin Centre, Merrimack College, N. Andover, Mass., 01845. (G, DW23).

Dobson, Michael E., 214 Lafayette St., Decatur, Ala., 35601. (P, DW23).

Fletcher, Kenneth W., %The Minnesota Technolog, Rm. 2, M.E. Bldg., Univ. of Minn., Minneapolis, Minn., 55455 (DW20).

Francis, Dave, 1612 7th Ave., New Westminster, B.C., Canada (P, DW23).

Games Research, Inc., 48 Wareham St., Boston, Mass., 02118 (X for all 'zines).

Gemignani, Margaret, 67 Windermere Rd., Rochester, N.Y., 14610 (HU2-0068) (S, G, P, M, F, DW18).

Gordon, Steve, 2205 East 7th St., Brooklyn, N.Y., 11223 (P, DW23).

Greene, Jack, Jr., 670 Darrell Rd., Hillsborough, Calif., 94010 (P, DW18).

Haldeman, Jay, 4211 58th Ave., Apt. #10, Bladensburg, Md., 20710 (779-1642) (S, P, M, F, DW18).

Haldeman, Joe W., 5611 Chillum Hts. Drive, West Hyattsville, Md., 20782 (864-0218) (S).

Haramis, Linn, 2323 Belleflower, Alliance, Ohio, 44601 (P, DW23).

Hoheisel, R. Wayne, 912 N. Daniel St., Arlington, Va., 22201 (528-6460) (P, M, S, F, G, DW18).

Huff, Alan, 7603 Wells Blvd., Adelphi, Md., 20783 (422-3559) (P, M, S, F, DW18).

Johnson, Jared, 1548 Rochelle Drive, Chamblee, Ga., 30005 (404-457-8771) (S).

Kling, Bernie, 237 South Rodeo Drive, Beverly Hills, Cal., 90212 (DT LUSITANIA).

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Koning, John, 318 South Belle Vista, Youngstown, Ohio, 44509 (M,DW18,PT & FT for STAB).

Kuch, T. D. C., 2323 Nebraska Ave., N.W., Wash., D.C., 20016 (244-8946) (P,M,S, DW18).

Latimer, James, III, Merrimack College, Austin Centre, Rm. 223, N. Andover, Mass., 01845 (P,M,S,F,(G),DW18).

Lebling, David, 3 Rollins Court, Rockville, Md., 20852 (427-4718) (P,S,M,F,DW18; publishes CLOCKORLA).

Leitch, Paul, %J.L. Munroe, 5 Colonial Village Drive, Arlington, Mass., 02174 (P, DW23).

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Wright, James, 1605 Thayer, Richland, Wash., 99352 (FW15).

Zelazny, Monte, P.O. Box 1062, Melbourne, Fla., 32901 (DW22, PW11).

Forlins, Bill, 7818 Glenbrook Rd., Bethesda, Md., 20014 (OL6-5979) (P,DW23).

## ANNOUNCING ANARCHY III

Another 27 players are needed to fill the roster on SUPERCAL's third game, ANARCHY III. On tap so far are Banks Mebatt, Fritz Muhlhauser, Bill Forlines, Bob Weston, Jay Haldeman, Dave Lebling, and Wayne Hoheisel. Game-fee will be \$1.00. This game (SCC) will be played in a manner similar to ANARCHY I, except that MicroDiplomacy will be involved, with Armies being split into two (or three) Corps, and Fleets into two (or three) Task Forces. Task Forces and Corps of the same or of different (with written agreement in their orders) nations will be allowed in the same province, up to the maximum limit (two or three) for that province. Builds and removals may be made, then, of individual Corps and/or Task Forces, rather than of entire Armies or Fleets only.

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In brief --

We are sorry to have been so long between issues of DIPLOMANIA, but things have been rather hectic for us these past few months. We'll try to keep to a monthly schedule of sorts from here on in.

We are also sorry to have to make this a double-issue, but we simply can't afford to put out 40-page issues at the sub rate of 1/10th of a dollar (we really can't afford to at 2/10th's of a dollar, either). Actually, this issue almost turned out to have 60-80 pages (we still have an inch-and-a-half of material, including such items as a history of RHOVANION, TTT's further adventures in the Europe of 1901, a pile of letters received since last Sept., corrections to the rosters in this issue, tens of pages of descriptions of new games, and the like), but, for reasons of economy and time, we cut it off at 40. However, we have already typed more than 40 pages, so issue number 16 is not too far away.

There were another dozen things we wanted to say, but space has run out . . .

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DIPLOMANIA is published monthly (from now on, we hope), and is 10 issues for \$1, with prices of individual issues ranging from 10¢ to 25¢ each. A few back-issues are available on a first-come, first-served basis. Address Code: C, Contributor; N, you are mentioned herein; P, Player in game in DIPLOMANIA 'zine; S, Sample; T, Trade; W, Subscriber; X, Last issues, unless . . .

Don Miller

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